```
 1  using System;
 2  using System.Collections.Generic;
 3  using System.Linq;
 4  using System.Text;
 5  using System.Threading.Tasks;
 6
 7  namespace MobileProgram
 8  {
 9      class Mobile
10      {
11          // Declaring variables
12          private String device, accType, number;
13          private double balance;
14
15          // Declaring constants
16          private const double CALL_COST = 0.245;
17          private const double TEXT_COST = 0.078;
18
19          // Constructor method
20          public Mobile(string accType, string device, string number)
21          {
22              this.accType = accType;
23              this.device = device;
24              this.number = number;
25              this.balance = 0.0;
26          }
27
28          // Get methods
29          public String getAccType()
30          {
31              return this.accType;
32          }
33
34          public string getDevice()
35          {
36              return this.device;
37          }
38
39          public string getNumber()
40          {
41              return this.number;
42          }
43
44          public string getBalance()
45          {
46              return this.balance.ToString("C");
47          }
48
49          // Set methods
50          public void setAccType(String accType)
51          {
52              this.accType = accType;
53          }
```

```
54
55          public void setDevice(String device)
56          {
57              this.device = device;
58          }
59          public void setNumber(String number)
60          {
61              this.number = number;
62          }
63
64          public void setBalance(double balance)
65          {
66              this.balance = balance;
67          }
68
69          // Methods
70          public void addCredit(double amount)
71          {
72              this.balance += amount;
73              Console.WriteLine("Credit added successfully. New balance: " ➥
                    + getBalance());
74          }
75
76          public void makeCall(int minutes)
77          {
78              double cost = minutes * CALL_COST;
79              this.balance -= cost;
80              Console.WriteLine("Call made. New balance: " + getBalance    ➥
                  ());
81          }
82
83          public void sendText(int numTexts)
84          {
85              double cost = numTexts * TEXT_COST;
86              this.balance -= cost;
87              Console.WriteLine("Text sent. New balance: " + getBalance    ➥
                  ());
88          }
89      }
90  }
91
```