C# /.NET

Store With Constructors

Objective: Write a simple user-defined class and test it

# Training Objectives:

1. Demonstrate use of basic and intermediate language features and data structures within the language.
2. Demonstrate how to design, and implement user defined classes.

# Turn in requirements:

1. Please name your Program LastnameP1, such as NelsonP1.
2. Check your code into source control.

# Program Requirements:

1. **3 pts** Write your name, email address and file name at the top of your source code in a comment.
2. **5 pts.** Use Console.WriteLine statements to write your name, program title, and program objective to the screen so that it is the first thing I see when your program runs. This is your header.
3. **5 pts** Use good C# programming style and formatting for your program.
4. **5 pts** Use appropriate comments to explain what you are doing.

Create a Console-based program that will expand the Computer class to improve functionality.

## Constructors

Add two constructors to your CatalogItem class.

A constructor that takes four parameters (one for each property in the class). In the body of this constructor set each parameter into the appropriate class property or field.

A constructor that takes no parameters (a parameterless constructor). Chain this constructor to the four parameter constructor passing in “TBD” for each of the string parameters and 0.0M for the decimal parameter.

## InitList method

Change the InitList method so that it uses the four-parameter constructor to instantiate the initial CatalogItems.