using System;

namespace lab3

{

public class furniture

{

public string material;

public double price;

}

class table : furniture

{

public double height;

public double surface\_area;

public void input()

{

Console.WriteLine("Enter material :");

material = Console.ReadLine();

Console.WriteLine("Enter price :");

price = Convert.ToDouble(Console.ReadLine());

Console.WriteLine("Enter height :");

height = Convert.ToDouble(Console.ReadLine());

Console.WriteLine("Enter surface area :");

surface\_area = Convert.ToDouble(Console.ReadLine());

}

public void showDetails()

{

Console.WriteLine("Material :" + material);

Console.WriteLine("Price :" + price);

Console.WriteLine("Height :" + height);

Console.WriteLine("Surface Area :" + surface\_area);

}

}

class program

{

static void Main(string[] args)

{

table obj = new table();

obj.input();

obj.showDetails();

Console.ReadLine();

}

}

}

