```csharp
1  namespace KillersAchievment
2  {
3      using System;
4      using System.HosupdkaNaKoupaku;
5      using System.ZCU.FEL;
6
7      /// <summary>
8      /// Trida slouzi jako poblahoprani k ziskani
9      /// zaslouzenyho titulu pred jmeno - Bc.
10     /// </summary>
11     class Congratulations
12     {
13         /// <summary> Jaka bude nalada - reakci lidi dle atmosfery </summary>
14         public enum PeopleStat { Ok, Happy, Sober, Drunk };
15
16         #region fields
17         /// <devdoc> The man of evening, the allmightiest Bachelor </devdoc>
18         private Student killer;
19         /// <summary> A momentalne se mame jak? </summary>
20         private PeopleStat mood;
21         /// <summary> Vsichni pritomni vyjma killera </summary>
22         private Group particka;
23         #endregion
24
25         #region constructors
26         /// <summary>
27         /// Vyrobi instanci studenta killera vcetne odstudovanych let a hodnoceni.
28         /// vyrobi instanci particky - pogratuluje.
29         /// </summary>
30         public Congratulations()
31         {
32             this.killer = new Student("Tomas", "Halama", 25, "FEL", 3, 2);
33             this.particka = new Group(Group.Consistency.Vsichni);
34
35             Congrats();
36         }
37         #endregion
38
39         #region methods
40         /// <summary>
41         /// Pogratuluje killerovi za celou particku.
42         /// Volat klidne i opakovane, reaguje dle momentalni nalady.
43         /// </summary>
44         /// <returns> Poradny blahoprani </returns>
45         public string Congrats()
46         {
47             string res = string.Empty;
48             switch (this.mood)
49             {
50                 case PeopleStat.Ok:
51                     res = this.particka.GetPeoples() + " Ti," + this.killer.Name + ", gratulujeme.";
52                     break;
53                 case PeopleStat.Happy:
54                     res = this.particka.All() + " Ti," + this.killer.Name + ", gratulujem, jsi borec! Dáme si
                         malýho?";
55                     break;
56                 case PeopleStat.Sober:
57                     res = this.particka + " Ti," + this.killer.Name + ", gratulujem, jsi borec.";
58                     break;
59                 case PeopleStat.Drunk:
60                     res = this.particka + "Fšijchni Ti," + this.killer.Name + ", garatulujeeem, tys borec!!! " +
                         this.particka.Hospodskej.Name + ", naleej to \"škyt\" ješšště jednou!";
61                     break;
62             }
63             return res;
64         }
65         #endregion
66     }
67 }
```