using System; // Import System namespace for Console

namespace week06\_Fri10am

{

class BackPack

{

// Variables

public int idNum;

public string mainColor;

public int numStains;

public int numStraps;

// Constructor

public BackPack(int idNum, string mainColor, int numStains, int numStraps)

{

this.idNum = idNum;

this.mainColor = mainColor;

this.numStains = numStains;

this.numStraps = numStraps;

}

// Method to check brightness

public void isBright()

{

// Implementation to check brightness

}

// Method to check if the backpack is clean

public bool isClean()

{

return numStains < 2;

}

// Method to print backpack details

public void print()

{

string msg = "ID: " + idNum +

" Main Color: " + mainColor +

" Num of Stains: " + numStains +

" Num of Straps: " + numStraps;

Console.WriteLine(msg);

}

}

class Program

{

public static void Main(string[] args)

{

// create an "instance" or an "object" from my class (BackPack)

BackPack bp\_0 = new BackPack(0, "black", 0, 2);

bp\_0.print();

Console.WriteLine("Modifying the color to red.");

bp\_0.mainColor = "red";

bp\_0.print();

// Check if the backpack is clean

Console.WriteLine("Is the backpack clean? " + bp\_0.isClean());

// Approach #2: using constructor to create an object / instance

BackPack bp\_1 = new BackPack(1, "blue", 5, 1);

bp\_1.print();

// Check if the backpack is clean

Console.WriteLine("Is the backpack clean? " + bp\_1.isClean());

}

}

}