

```
C:\WINDOWS\system32\cmd.exe
Unit price of a gallon of milk: $4.75
Total number of gallon(s) of milk bought: 1
Total price: $4.75

Unit price of a loaf of bread: $2.5
Total number of bread loafs bought: 2
Total price: $5

Unit price of a dozen eggs: $4
Total number of egg dozens bought: 3
Total price: $12

Kevyn's Grocery List
Item      Unit Price    Quantity
Milk      $4.75         1
Bread     $2.5          2
Eggs      $4            3

Total cost of groceries:      $21.75
Press any key to continue . . .
```

Milk
-Unit_price: double -Quantity: int
+Milk() +Milk(double, int) +Milk(double) +UnitPrice: double +Quantity: int +total_price(): double +ToString(): string ~Milk{}

Bread
-Unit_price: double -Quantity: int
+Bread() +Bread(double, int) +Bread(double) +UnitPrice: double +Quantity: int +total_price(): double +ToString(): string ~Bread{}

Eggs
-Unit_price: double -Quantity: int
+Eggs() +Eggs(double, int) +Eggs(double) +UnitPrice: double +Quantity: int +total_price(): double +ToString(): string ~Eggs{}

**\*\*HAS A Milk, Bread, Eggs**

Eggs
-my_milk: Milk -my_bread: Bread -my_eggs: Eggs
+Grocery() +Grocery(Milk, Bread, Eggs) +expense(): double +ToString(): string

```

namespace HW_10
{
    class Milk
    {
        private double unit_price;
        private int quantity;

        public Milk()
        {
            unit_price = 0;
            quantity = 0;
        }

        public Milk(double unitPrice, int amount)
        {
            unit_price = unitPrice;
            quantity = amount;
        }

        public Milk(double unitPrice)
        {
            unit_price = unitPrice;
            quantity = 0;
        }

        public double UnitPrice
        {
            get { return unit_price; }
            set { unit_price = value; }
        }

        public int Quantity
        {
            get { return quantity; }
            set { quantity = value; }
        }

        public double total_price()
        {
            return Math.Round((unit_price * quantity), 2);
        }

        public override string ToString()
        {

```

```
    string strout = "";
    strout += "Unit price of a gallon of milk: $" + unit_price.ToString() + "\n";
    strout += "Total number of gallon(s) of milk bought: " + quantity.ToString() + "\n";
    strout += "Total price: $" + total_price().ToString() + "\n\n";
    return strout;
}

~Milk() {}
}
}
```

```

class Bread
{
    private double unit_price;
    private int quantity;

    public Bread()
    {
        unit_price = 0;
        quantity = 0;
    }

    public Bread(double unitPrice, int amount)
    {
        unit_price = unitPrice;
        quantity = amount;
    }

    public Bread(double unitPrice)
    {
        unit_price = unitPrice;
        quantity = 0;
    }

    public double UnitPrice
    {
        get { return unit_price; }
        set { unit_price = value; }
    }

    public int Quantity
    {
        get { return quantity; }
        set { quantity = value; }
    }

    public double total_price()
    {
        return Math.Round((unit_price * quantity), 2);
    }

    public override string ToString()
    {
        string strout = "";
        strout += "Unit price of a loaf of bread: $" + unit_price.ToString() + "\n";
    }
}

```

```
        strout += "Total number of bread loafs bought: " + quantity.ToString() + "\n";
        strout += "Total price: $" + total_price().ToString() + "\n\n";
        return strout;
    }

    ~Bread() {}
}
}
```

```
class Eggs
{
    private double unit_price;
    private int quantity;

    public Eggs()
    {
        unit_price = 0;
        quantity = 0;
    }

    public Eggs(double unitPrice, int amount)
    {
        unit_price = unitPrice;
        quantity = amount;
    }

    public Eggs(double unitPrice)
    {
        unit_price = unitPrice;
        quantity = 0;
    }

    public double UnitPrice
    {
        get { return unit_price; }
        set { unit_price = value; }
    }

    public int Quantity
    {
        get { return quantity; }
        set { quantity = value; }
    }

    public double total_price()
    {
        return Math.Round((unit_price * quantity), 2);
    }

    public override string ToString()
    {
        string strout = "";
        strout += "Unit price of a dozen eggs: $" + unit_price.ToString() + "\n";
    }
}
```

```
        strout += "Total number of egg dozens bought: " + quantity.ToString() + "\n";
        strout += "Total price: $" + total_price().ToString() + "\n\n";
        return strout;
    }

    ~Eggs() {}
}
}
```



```

class Grocery
{
    private Milk my_milk;
    private Bread my_bread;
    private Eggs my_eggs;

    public Grocery()
    {
        my_milk = new Milk();
        my_bread = new Bread();
        my_eggs = new Eggs();
    }

    public Grocery(Milk milk, Bread bread, Eggs eggs)
    {
        my_milk = milk;
        my_bread = bread;
        my_eggs = eggs;
    }

    public double expense()
    {
        double expenses = my_milk.total_price() + my_bread.total_price() +
my_eggs.total_price();
        return expenses;
    }

    public override string ToString()
    {
        string strout = "";
        strout += my_milk.ToString();
        strout += my_bread.ToString();
        strout += my_eggs.ToString();

        strout += "Kevyn's Grocery List\n";
        strout += "Item\tUnit Price\tQuantity\n";
        strout += "Milk\t$" + my_milk.UnitPrice + "\t\t" + my_milk.Quantity;
        strout += "\nBread\t$" + my_bread.UnitPrice + "\t\t" + my_bread.Quantity;
        strout += "\nEggs\t$" + my_eggs.UnitPrice + "\t\t" + my_eggs.Quantity;
        strout += "\n\nTotal cost of groceries: \t$" + expense().ToString();
        return strout;
    }
}

```

```
}
```

```
class Program
{
    static void Main(string[] args)
    {
        Milk milk = new Milk(4.75, 1);
        Bread bread = new Bread(2.5, 2);
        Eggs eggs = new Eggs(4, 3);
        Grocery total = new Grocery(milk, bread, eggs);
        Console.WriteLine(total.ToString());
    }
}
```