using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace ConsoleApplication20

{

// This class is mutable. Its data can be modified from

// outside the class.

public class Customer

{

// Auto-implemented properties for trivial get and set

public double TotalPurchases { get; set; }

public string Name { get; set; }

public int CustomerId { get; set; }

// Constructor

public Customer(double purchases, string name, int id)

{

TotalPurchases = purchases;

Name = name;

CustomerId = id;

}

// Methods

public string GetContactInfo()

{

string ContactInfo = "Phone no:9785364597, Email:admin123@gmail.com";

return ContactInfo;

}

public string GetTransactionHistory()

{

string History = "Transaction history for rohan on 26/04/2024 is" +" " + TotalPurchases;

return History;

}

// .. Additional methods, events, etc.

}

class Program

{

static void Main()

{

// Initialize a new object.

Customer c = new Customer(4987.63, "Rohan", 1206);

// Modify a property.

c.TotalPurchases += 499.99;

Console.WriteLine("Customer name: " +c.Name );

Console.WriteLine("Customer TotalPurchases: " + c.TotalPurchases);

Console.WriteLine("Customer ID: " + c.CustomerId);

Console.WriteLine("Contact Info: " + c.GetContactInfo());

Console.WriteLine("Transaction History Info: " + c.GetTransactionHistory());

Console.Read();

}

}

}

