using System;

using static System.Console;

namespace gg;

class Jam

{

*private* string name;

*private* double price;

*private* double weight;

*private* *const* double VAT = 1.2;

*public* Jam()

{

name = "Unknown";

price = 0;

weight = 0;

counter++;

}

*public* Jam(string name, double price, double weight)

{

this.name = name;

Price = price;

this.weight = weight;

sum += Price;

counter++;

}

*private* *static* int counter;

*private* *static* double sum;

*public* string Name

{

get { return name; }

set { name = value; }

}

*public* double Price

{

get { return price; }

set

{

if (value > 0)

{

price = value;

}

}

}

*public* double Weight

{

get { return weight; }

set { weight = value; }

}

*public* double NetPrice

{

get { return price \* weight; }

}

*public* double GrossPrice

{

get { return NetPrice \* VAT; }

}

*public* *static* double AvgPrice()

{

return sum / counter;

}

*public* string Info()

{

return $"Name: {name}\nPrice: {price}$\nWeight: {weight}kg\nNet Price: {NetPrice}$\nGross Price: {GrossPrice}$";

}

}

using System;

using static System.Console;

namespace gg;

class Program

{

*static* void Main(string[] args)

{

Jam jam1 = new Jam("Strawberry Jam", -8, 0.5);

Jam jam2 = new Jam();

Jam jam3 = new Jam("Raspberry Jam", 6, 0.65);

Jam jam4 = new Jam("Blueberry Jam", 8, 0.8);

Jam jam5 = new Jam("Apricot Jam", 4, 0.45);

Console.WriteLine(jam1.Info());

Console.WriteLine("------------------");

Console.WriteLine(jam2.Info());

Console.WriteLine("------------------");

Console.WriteLine(jam3.Info());

Console.WriteLine("------------------");

Console.WriteLine(jam4.Info());

Console.WriteLine("------------------");

Console.WriteLine(jam5.Info());

Console.WriteLine("AVG: " + Jam.AvgPrice() + "$");

}

}

