

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace Crazy_Uncle
8 {
9     public class Laptop:Devices
10     {
11         string keyboard;
12         public Laptop()
13         {
14
15         }
16
17         public Laptop(double Aprice, double AscreenSize, double Aweight, String Akeyboard)
18         {
19             price = Aprice;
20
21             while (AscreenSize < 0 || AscreenSize > 35)
22             {
23                 Console.WriteLine("Your Screensize can only be between 0 and 35.");
24                 Console.WriteLine("Please re-enter a Screensize: ");
25                 AscreenSize = Convert.ToDouble(Console.ReadLine());
26             }
27
28             screensize = AscreenSize;
29             weight = Aweight;
30
31             while (Akeyboard != "standard" && Akeyboard != "compact" && Akeyboard != "ergonomic" &&
132 Akeyboard != "wireless")
133             {
34                 Console.WriteLine("Your Keyboard type can only be one of the following: standard,
135 compact, ergonomic, or wireless (case-sensitive");
36                 Console.WriteLine("Please re-enter a a keyboard type: ");
37                 Akeyboard = Console.ReadLine();
38             }
39
40             keyboard = Akeyboard;
41
42         public override string ToString()
43         {
44             return (""+ price);
45         }
46 }
47
```