

```
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 SmartPhone:Devices
10     {
11
12         double phoneNumber;
13
14         public SmartPhone()
15         {
16
17         }
18
19         public SmartPhone(double Aprice, double AscreenSize, double Aweight, double AphoneNumber)
20         {
21             price = Aprice;
22
23             while (AscreenSize < 0 || AscreenSize > 6)
24             {
25                 Console.WriteLine("Your Screensize can only be between 0 and 35.");
26                 Console.WriteLine("Please re-enter a Screensize: ");
27                 AscreenSize = Convert.ToDouble(Console.ReadLine());
28             }
29
30             screensize = AscreenSize;
31
32             weight = Aweight;
33
34             String StringNumber = Convert.ToString(AphoneNumber);
35             while (StringNumber.Length != 10)
36             {
37                 Console.WriteLine("Your phone number can only be 10 Digits: ex~ 7061234567");
38                 Console.WriteLine("Please re-enter your phone number: ");
39                 StringNumber = Console.ReadLine();
40             }
41
42             phoneNumber = Convert.ToDouble(StringNumber);
43         }
44
45         public override string ToString()
46         {
47             return (" " + price);
48         }
49     }
50 }
51
52
```