```csharp
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 Tablet:Devices
10    {
11        public Tablet()
12        {
13
14        }
15
16        public Tablet(double Aprice, double AscreenSize, double Aweight)
17        {
18            while (AscreenSize < 0 || AscreenSize > 6)
19            {
20                Console.WriteLine("Your Screensize can only be between 0 and 35.");
21                Console.WriteLine("Please re-enter a Screensize: ");
22                AscreenSize = Convert.ToDouble(Console.ReadLine());
23            }
24
25            price = Aprice;
26            screensize = AscreenSize;
27            weight = Aweight;
28        }
29
30        public override string ToString()
31        {
32            return ("" + price);
33        }
34    }
35 }
36
```