```
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      class Program
10     {
11         static void Main(string[] args)
12         {
13             List<Devices> DeviceList = new List<Devices>();
14
15
16             double sum = 0;
17             double count = 0;
18
19             DeviceList.Add(new Laptop(755, 99, 55, "compact"));
20             DeviceList.Add(new Laptop(1022, 8, 75, "wireless"));
21
22             DeviceList.Add(new SmartPhone(500, 5, 99, 7061234567));
23             DeviceList.Add(new SmartPhone(250, 4, 10, 123456789099));
24
25             DeviceList.Add(new Tablet(399, 7, 35));
26             DeviceList.Add(new Tablet(499, 99, 75));
27
28             foreach (Laptop x in DeviceList)
29             {
30                 count += DeviceList.Count();
31                 sum += Convert.ToDouble(DeviceList.ToString());
32             }
33
34             Console.WriteLine("The Average Price of all the devices is: {0:C}",sum/(count/2));
35             Console.ReadKey();
36         }
37     }
38 }
39
```

```
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
```

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

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace Crazy_Uncle
{
    public class Laptop:Devices
    {
        string keyboard;
        public Laptop()
        {

        }

        public Laptop(double Aprice, double AscreenSize, double Aweight, String Akeyboard)
        {
            price = Aprice;

            while (AscreenSize < 0 || AscreenSize > 35)
            {
                Console.WriteLine("Your Screensize can only be between 0 and 35.");
                Console.WriteLine("Please re-enter a Screensize: ");
                AscreenSize = Convert.ToDouble(Console.ReadLine());
            }

            screensize = AscreenSize;
            weight = Aweight;

            while (Akeyboard != "standard" && Akeyboard != "compact" && Akeyboard != "ergonomic" && Akeyboard != "wireless")
            {
                Console.WriteLine("Your Keyboard type can only be one of the following: standard, compact, ergonomic, or wireless (case-sensitive");
                Console.WriteLine("Please re-enter a a keyboard type: ");
                Akeyboard = Console.ReadLine();
            }

            keyboard = Akeyboard;
        }

        public override string ToString()
        {
            return (""+ price);
        }
    }
}

```

```
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 abstract class Devices
10     {
11         public Devices() { }
12
13         public Devices(double Aprice, double AscreenSize, double Aweight)
14         {
15             price = Aprice;
16             screensize = AscreenSize;
17             weight = Aweight;
18         }
19
20         public double price
21         {
22             get { return price; }
23
24             set
25             {
26                 while (price <= 0)
27                 {
28                     Console.WriteLine("Your Price cannot be less than or equal to 0.");
29                     Console.WriteLine("Please re-enter a price: ");
30                     price = Convert.ToDouble(Console.ReadLine());
31                 }
32             }
33         }
34
35
36         public double screensize
37         {
38             get{return screensize;}
39
40             set
41             {
42
43             }
44         }
45
46
47         public double weight
48         {
49             get{return weight;}
50
51             set
52             {
53                 while (weight < 0 || weight > 80)
54                 {
55                     Console.WriteLine("Your weight can only be between 0 and 80.");
56                     Console.WriteLine("Please re-enter a Weight: ");
57                     weight = Convert.ToDouble(Console.ReadLine());
58                 }
59             }
60         }
61
62         public override string ToString()
63         {
64             return ("" + price);
65         }
66     }
```

```
67 }
68
```