

```
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        public double screensize
36        {
37            get{return screensize;}
38
39            set
40            {
41            }
42        }
43
44        public double weight
45        {
46            get{return weight;}
47
48            set
49            {
50                while (weight < 0 || weight > 80)
51                {
52                    Console.WriteLine("Your weight can only be between 0 and 80.");
53                    Console.WriteLine("Please re-enter a Weight: ");
54                    weight = Convert.ToDouble(Console.ReadLine());
55                }
56            }
57        }
58
59        public override string ToString()
60        {
61            return (" " + price);
62        }
63    }
64 }
```

67 }
68