

```
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
10    {
11        public double price, screensize, weight;
12        string keyboard;
13
14        public Laptop()
15        {
16
17        }
18
19        public Laptop(double Aprice, double AscreenSize, double Aweight, String Akeyboard)
20        {
21            while (Aprice <= 0)
22            {
23                Console.WriteLine("Your Price cannot be less than or equal to 0.");
24                Console.WriteLine("Please re-enter a price: ");
25                Aprice = Convert.ToDouble(Console.ReadLine());
26            }
27
28            price = Aprice;
29
30            while (AscreenSize < 0 || AscreenSize > 35)
31            {
32                Console.WriteLine("Your Screensize can only be between 0 and 35.");
33                Console.WriteLine("Please re-enter a Screensize: ");
34                AscreenSize = Convert.ToDouble(Console.ReadLine());
35            }
36
37            screensize = AscreenSize;
38
39            while (Aweight < 0 || Aweight > 80)
40            {
41                Console.WriteLine("Your weight can only be between 0 and 80.");
42                Console.WriteLine("Please re-enter a Weight: ");
43                Aweight = Convert.ToDouble(Console.ReadLine());
44            }
45
46            weight = Aweight;
47
48            while (Akeyboard != "standard" && Akeyboard != "compact" && Akeyboard != "ergonomic" &&
135 Akeyboard != "wireless")
136            {
137                Console.WriteLine("Your Keyboard type can only be one of the following: standard,
138 compact, ergonomic, or wireless (case-sensitive);
139                Console.WriteLine("Please re-enter a a keyboard type: ");
140                Akeyboard = Console.ReadLine();
141            }
142
143            keyboard = Akeyboard;
144        }
145
146        public override string ToString()
147        {
148            return (""+ price);
149        }
150    }
151 }
```