

```
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 Tablet
10     {
11         double price, screensize, weight;
12
13         Tablet()
14         {
15
16         }
17
18         public Tablet(double Aprice, double AscreenSize, double Aweight)
19         {
20             while (Aprice <= 0)
21             {
22                 Console.WriteLine("Your Price cannot be less than or equal to 0.");
23                 Console.WriteLine("Please re-enter a price: ");
24                 Aprice = Convert.ToDouble(Console.ReadLine());
25             }
26
27             price = Aprice;
28
29             while (AscreenSize < 0 || AscreenSize > 6)
30             {
31                 Console.WriteLine("Your Screensize can only be between 0 and 35.");
32                 Console.WriteLine("Please re-enter a Screensize: ");
33                 AscreenSize = Convert.ToDouble(Console.ReadLine());
34             }
35
36             screensize = AscreenSize;
37
38             while (Aweight < 0 || Aweight > 80)
39             {
40                 Console.WriteLine("Your weight can only be between 0 and 80.");
41                 Console.WriteLine("Please re-enter a Weight: ");
42                 Aweight = Convert.ToDouble(Console.ReadLine());
43             }
44
45             weight = Aweight;
46         }
47
48         public override string ToString()
49         {
50             return (" " + price);
51         }
52     }
53 }
54
```