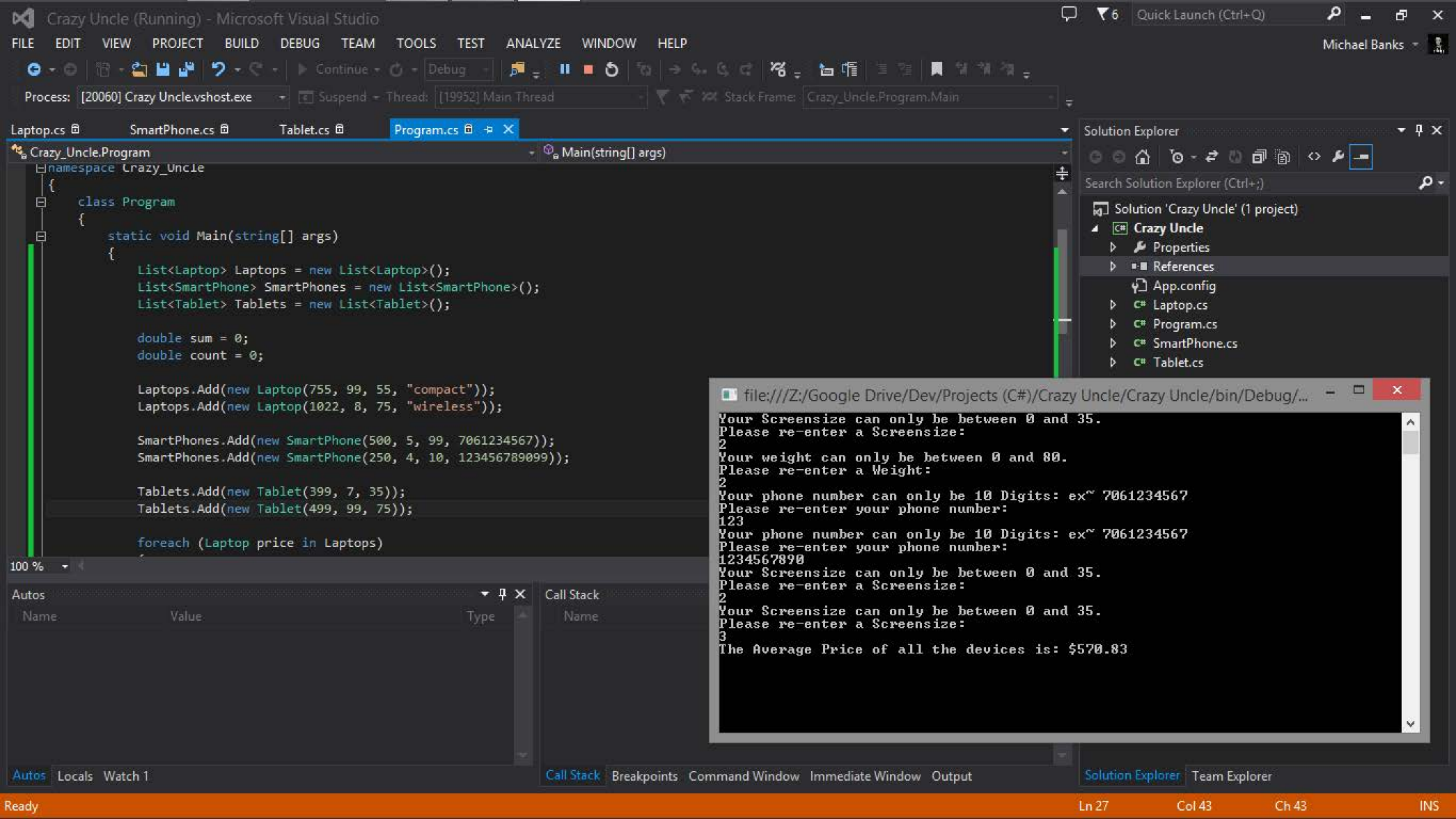
```
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6
7  namespace Crazy_Uncle
8  {
9      class Program
10     {
11         static void Main(string[] args)
12         {
13             List<Laptop> Laptops = new List<Laptop>();
14             List<SmartPhone> SmartPhones = new List<SmartPhone>();
15             List<Tablet> Tablets = new List<Tablet>();
16
17             double sum = 0;
18             double count = 0;
19
20             Laptops.Add(new Laptop(755, 99, 55, "compact"));
21             Laptops.Add(new Laptop(1022, 8, 75, "wireless"));
22
23             SmartPhones.Add(new SmartPhone(500, 5, 99, 7061234567));
24             SmartPhones.Add(new SmartPhone(250, 4, 10, 123456789099));
25
26             Tablets.Add(new Tablet(399, 7, 35));
27             Tablets.Add(new Tablet(499, 99, 75));
28
29             foreach (Laptop price in Laptops)
30             {
31                 count += Laptops.Count();
32                 sum += Convert.ToDouble(price.ToString());
33             }
34
35             foreach (SmartPhone price in SmartPhones)
36             {
37                 count += SmartPhones.Count();
38                 sum += Convert.ToDouble(price.ToString());
39             }
40
41             foreach (Tablet price in Tablets)
42             {
43                 count += Tablets.Count();
44                 sum += Convert.ToDouble(price.ToString());
45             }
46
47             Console.WriteLine("The Average Price of all the devices is: {0:C}",sum/(count/2));
48             Console.ReadKey();
49         }
50     }
51 }
52
```

```
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
```

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

namespace Crazy_Uncle
{
    class SmartPhone
    {
        double price, screensize, weight, phoneNumber;

        SmartPhone()
        {

        }

        public SmartPhone(double Aprice, double AscreenSize, double Aweight, double AphoneNumber)
        {
            while (Aprice <= 0)
            {
                Console.WriteLine("Your Price cannot be less than or equal to 0.");
                Console.WriteLine("Please re-enter a price: ");
                Aprice = Convert.ToDouble(Console.ReadLine());
            }

            price = Aprice;

            while (AscreenSize < 0 || AscreenSize > 6)
            {
                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;

            while (Aweight < 0 || Aweight > 80)
            {
                Console.WriteLine("Your weight can only be between 0 and 80.");
                Console.WriteLine("Please re-enter a Weight: ");
                Aweight = Convert.ToDouble(Console.ReadLine());
            }

            weight = Aweight;

            String StringNumber = Convert.ToString(AphoneNumber);
            while (StringNumber.Length != 10)
            {
                Console.WriteLine("Your phone number can only be 10 Digits: ex~ 7061234567");
                Console.WriteLine("Please re-enter your phone number: ");
                StringNumber = Console.ReadLine();
            }

            phoneNumber = Convert.ToDouble(StringNumber);
        }

        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 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" &&
       Akeyboard != "wireless")
49             {
50                 Console.WriteLine("Your Keyboard type can only be one of the following: standard,
       compact, ergonomic, or wireless (case-sensitive");
51                 Console.WriteLine("Please re-enter a a keyboard type: ");
52                 Akeyboard = Console.ReadLine();
53             }
54
55             keyboard = Akeyboard;
56         }
57
58         public override string ToString()
59         {
60             return (""+ price);
61         }
62     }
63 }
64
```


Crazy Uncle (Running) - Microsoft Visual Studio
FILE EDIT VIEW PROJECT BUILD DEBUG TEAM TOOLS TEST ANALYZE WINDOW HELP
Michael Banks
Process: [20060] Crazy Uncle.vshost.exe
Thread: [19952] Main Thread
Stack Frame: Crazy_Uncle.Program.Main
Laptop.cs SmartPhone.cs Tablet.cs Program.cs
Crazy_Uncle.Program
Main(string[] args)
namespace Crazy_Uncle
{
class Program
{
static void Main(string[] args)
{
List<Laptop> Laptops = new List<Laptop>();
List<SmartPhone> SmartPhones = new List<SmartPhone>();
List<Tablet> Tablets = new List<Tablet>();
double sum = 0;
double count = 0;
Laptops.Add(new Laptop(755, 99, 55, "compact"));
Laptops.Add(new Laptop(1022, 8, 75, "wireless"));
SmartPhones.Add(new SmartPhone(500, 5, 99, 7061234567));
SmartPhones.Add(new SmartPhone(250, 4, 10, 123456789099));
Tablets.Add(new Tablet(399, 7, 35));
Tablets.Add(new Tablet(499, 99, 75));
foreach (Laptop price in Laptops)
100 %
Solution Explorer
Search Solution Explorer (Ctrl+;)
Solution 'Crazy Uncle' (1 project)
Crazy Uncle
Properties
References
App.config
Laptop.cs
Program.cs
SmartPhone.cs
Tablet.cs
file:///Z:/Google Drive/Dev/Projects (C#)/Crazy Uncle/Crazy Uncle/bin/Debug/...
Your Screensize can only be between 0 and 35.
Please re-enter a Screensize:
2
Your weight can only be between 0 and 80.
Please re-enter a Weight:
2
Your phone number can only be 10 Digits: ex~ 7061234567
Please re-enter your phone number:
123
Your phone number can only be 10 Digits: ex~ 7061234567
Please re-enter your phone number:
1234567890
Your Screensize can only be between 0 and 35.
Please re-enter a Screensize:
2
Your Screensize can only be between 0 and 35.
Please re-enter a Screensize:
3
The Average Price of all the devices is: $570.83
Autos
Name Value Type
Call Stack
Name
Autos Locals Watch 1
Call Stack Breakpoints Command Window Immediate Window Output
Solution Explorer Team Explorer
Ready
Ln 27 Col 43 Ch 43 INS