Лабораторная робота 7

Классы. Поля. Методы

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using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Lab\_7

{

class Worker

{

public int age;

public string name;

private float weight;

public float Weight

{

get{ return weight; }

set{

if (value < 0 || value >400 )weight = 0;

else

weight = value;

}

}

private int feeling = 10;

public int Feeling

{

get { return feeling; }

set

{

if (value < 0) feeling = 0;

else

feeling = value;

}

}

private int salary;

public int Salary

{

get { return salary; }

set

{

if (value > 0) salary = value;

}

}

public void addSalary(int a)

{

Salary += a;

}

public Worker()

{

input\_name();

input\_age();

}

public void eat(float how\_much)

{

if(how\_much>10)

{

weight++;

weight += how\_much / 2;

}

else

weight = weight + how\_much;

}

public void input\_name()

{

Console.WriteLine("Введите имя рабочего");

name = Console.ReadLine();

}

public void input\_age()

{

Console.WriteLine("Введите возраст рабочего");

age = int.Parse(Console.ReadLine());

}

public void walk(){ Feeling += 1; }

public void dance(){ Feeling += 2; }

public void work(){ Feeling -= 2; }

}

}

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Lab\_7

{

class Program

{

static void Main(string[] args)

{

Worker wrk1 = new Worker();

wrk1.eat(2);

wrk1.eat(3);

wrk1.walk(); wrk1.walk();

wrk1.dance(); wrk1.dance(); wrk1.dance();

for(int i=1; i<=10; i++)

{

wrk1.work();

}

Console.WriteLine("Настроение: "+wrk1.Feeling);

float ves = wrk1.Weight;

Console.WriteLine(wrk1.name + ", " + wrk1.age + " год, вес: "+ves+" кг.");

Console.ReadLine();

}

}

}

