

```
// object creation
Gym planetfitness = new Gym("Planet Fitness", "Reno", "775-000-0000", true);
Member brian = new Member("Brian", 21, 5.75, 175);
Member john = new Member();
Exercise dash = new Exercise("200m dash", "cardio", 1.5, "hard", 150);
Exercise biceps = new Exercise("Bicep curls", "muscle building", 20, "medium", 100);
Exercise nothing = new Exercise();
```

Figure 1. Creating objects of all 3 classes using default and parameterized constructors

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// add members to gym and output info. 2 of 3 Gym's methods used so far
planetfitness.AddMember(brian);
planetfitness.AddMember(john);
planetfitness.OutputInformation();

// exercise objects methods demo. all 3 used
dash.OutputInformation();
Console.WriteLine("doing {0} burns {1} calories", biceps.OutputWorkoutName(), biceps.CalsBurned());

// member objects methods demo. all 4 used
brian.AddExercise(dash);
brian.AddExercise(biceps);
john.AddExercise(nothing);
john.outputInformation();
Console.WriteLine("{0} has burned {1} calories", brian.OutputName(), brian.CountTotalCalories());
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// "close" gym. 3 of 3 Gym's methods used.
planetfitness.ChangeBusinessStatus();
```

Figure 2. Using Gym's 3 methods, Exercise's 3 methods, and Member's 4 methods