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Sales.cs
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```
using System;
namespace SemesterTest
    public class Sales
        private List<Thing> _orders;
        public Sales()
           _orders = new List<Thing> ();
        }
        public void Add(Thing thing)
            _orders.Add(thing);
        }
        public void PrintOrders()
            Console.WriteLine("Sales: ");
            Console.WriteLine();
            decimal total = 0;
            foreach (Thing order in _orders)
                order.Print();
                Console.WriteLine("Total: " + "$" + order.Total());
                total += order.Total();
            Console.WriteLine("Sales total: " + "$" + total.ToString());
        }
    }
}
Batch.cs
using System;
namespace SemesterTest
    public class Batch : Thing
        private List<Thing> _items;
        public Batch(string number, string name) : base(number, name)
            _items = new List<Thing>();
        }
        public void Add(Thing thing)
            _items.Add(thing);
        public override void Print()
```

```
{
            Console.WriteLine("Batch sale: " + "#" + Number + ", " + Name);
            Console.WriteLine();
            if (_items.Count > 0 )
                foreach (Thing item in _items)
                    item.Print();
            }
            else
            {
                Console.WriteLine("Empty order.");
        }
        public override decimal Total()
            decimal total = 0;
            foreach (Thing item in _items)
                total += item.Total();
            return total;
        }
    }
}
Thing.cs
using System;
namespace SemesterTest
    public abstract class Thing(string number, string name)
        private string _number = number;
        private string _name = name;
        public abstract void Print();
        public abstract decimal Total();
        public string Number
            get
                return _number;
        public string Name
            get
                return _name;
        }
    }
```

```
Transaction.cs
using System;
namespace SemesterTest
    public class Transaction : Thing
         private decimal _amount;
         public Transaction(string number, string name, decimal amount) :
base(number, name)
         {
              _amount = amount;
         public override void Print()
              Console.WriteLine("Transaction: " + "#" + Number + ", " + Name + ", " +
"$" + _amount);
              Console.WriteLine();
         }
         public override decimal Total()
              return _amount;
         }
    }
}
Program.cs
using System;
namespace SemesterTest
    internal class Program
         public static void Main(string[] args)
              Sales sales = new Sales();
              Batch batch1 = new Batch("2024x01", "Computer Science Books");
              batch1.Add(new Transaction("1", "Introduction to Algorithm", 77.90m));
batch1.Add(new Transaction("2", "The Pragmatic Programmer", 64.20m));
batch1.Add(new Transaction("3", "Data Science for Business", 150.75m));
              Transaction transaction1 = new Transaction("01-01", "How The Steel Was
Tempered", 204.60m);
              Transaction transaction2 = new Transaction("03-01", "Gone with the
Wind", 70.30m);
              Batch batch2 = new Batch("2024x02", "Novels");
batch2.Add(new Transaction("02-02", "The Lords of the Rings", 80m));
              batch2.Add(new Transaction("02-03", "A Song of Fire and Ice", 75m));
```

```
Batch batch3 = new Batch("2024x012", "A Nested Batch");
batch3.Add(batch1);
batch3.Add(batch2);

sales.Add(batch3);

Batch batch4 = new Batch("2024x04", "Comics");

sales.Add(transaction1);
sales.Add(transaction2);
sales.Add(batch4);

sales.PrintOrders();
}
}
```

