```csharp
public class Product //used to store information on the various goods/products in the game
{
    public string Name { get; private set; }
    public decimal PurchasePrice { get; private set; }
    public decimal SellingPrice { get; set; }
    public int Quantity { get; set; }
    public StorageType StorageType { get; private set; }
    public int CycleAdded { get; private set; }
    public int CycleExpired { get; private set; }
    public PEDtype Elasticity { get; set; }

    public Product() { }
    public Product(string name, decimal purchasePrice, decimal sellingPrice, int quantity,
StorageType storageType, int cycleAdded)
    {
        Name = name;
        PurchasePrice = purchasePrice;
        SellingPrice = sellingPrice;
        Quantity = quantity;
        StorageType = storageType;
        CycleAdded = cycleAdded;
    }
}

public enum StorageType
{
    Fresh,
    Chilled,
    Frozen,
    Regular
}
public enum PEDtype
{
    StrongElastic,
    WeakElastic,
    StrongInelastic,
    WeakInelastic
}
```