```csharp
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Data.SQLite;

namespace BusinessSimulator
{
    public class Upgrades // loigc to make upgrades function
    {
        public string Name { get; private set; } // gets the name of the upgrade
        public decimal Price { get; private set; } // gets the price of the upgrade
        public string Description { get; private set; } // gets the description of the upgrade
        public Action<Store> Effect { get; private set; } // gets the effect of the upgrade


        public Upgrades(string name, decimal price, string description, Action<Store> effect)
        {
            Name = name; // sets the name of the upgrade
            Price = price; // sets the price of the upgrade
            Description = description; // sets the description of the upgrade
            Effect = effect; // sets the effect of the upgrade
        }

    }
}
```