

```

internal class Course
{
    private string CourseName;
    private int numStudents;
    private int hours;
    private bool isMandatory;

    public Course(string CourseName, int numStudents,
        int hours, bool isMandatory)
    {
        this.CourseName = CourseName;
        this.numStudents = numStudents;
        this.hours = hours;
        this.isMandatory = isMandatory;
    }

    public Course(string CourseName, int hours, bool
        isMandatory)
    {
        this.CourseName = CourseName;
        this.numStudents = 0;
        this.hours = hours;
        this.isMandatory = isMandatory;
    }
}

static void main
{
    Course[] arrCourses = new Course[50]; // 2
    int count = 0;
    for (int i = 0; i < 30; i++)
    {
        Console.WriteLine("Enter details for your course");
        Console.WriteLine("enter course name");
        CourseName = Console.ReadLine();
        Console.WriteLine("enter num of students");
        numStudents = int.Parse(Console.ReadLine());
        Console.WriteLine("enter num hours your course");
        hours = int.Parse(Console.ReadLine());
    }
}
    
```



```
Console.WriteLine("enter is mandatory or not");  
isMandatory = bool.Parse(Console.ReadLine());
```

```
course h = new course(courseName, numStudents, hours,  
isMandatory);
```

```
arr[courseCount] = h;
```

```
int countCourse = 0;
```

```
for (int i = 0; i < count; i++)
```

```
{  
    if (arr[countCourse[i]].getIsMandatory() &&  
        arr[countCourse[i]].getNumStudents() > 25 &&  
        arr[countCourse[i]].getHours() > 4)
```

```
{  
    countCourse++;
```

```
}  
Console.WriteLine(countCourse);
```