



## internal class course

(3)  $\rightarrow$   $\int_{CC}$

```
private string courseName;  
private int numberStudents;  
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.numberOfStudents = 0;  
this.hours = hours;  
this.isMandatory = isMandatory;
```

~~private static void main~~

```

Course[] arrCourses = new Course[50]; // 2
int count = 0;
for (String courseName; int numStudents; i)
    int hours; bool isMandatory;
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");
    mHours = int.Parse(Console.ReadLine());
}

```

```
1 Console.WriteLine("enter is mandatory or not");
2 isMandatory = bool.Parse(Console.ReadLine());
3 course h = new course(coursename, numStudents, hours,
4 arrCourses[Count] = h;
5 int countCourse = 0;
6 for (int i = 0; i < Count; i++)
7 {
8     if (arrCourses[i].getIsMandatory()
9         arrCourses[i].getNumStudents() > 8
10        arrCourses[i].getHours() > 4)
11    countCourse++;
12 }
13 Console.WriteLine(countCourse);
```