

**Learners Global School**  
**NexTurn Corporate Training**  
**Programming using C# - Assessment 1**  
**Entork - Energy Utility App**

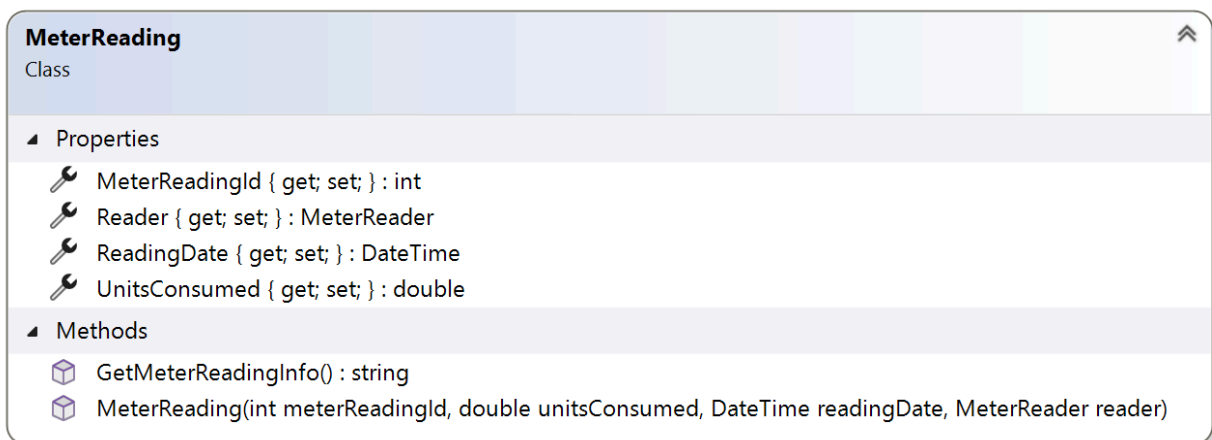
**Objective:**

EntorkApp is a C# console application that simulates an Energy and Utility management system. It models core functionalities such as customer management, meter readings, bill generation, employee management, and bill payments.

**Solution Structure:**

- **Solution Name:** EntorkApp
- **Class Library:** EntorkBusinessLayer
- **Console Application:** EntorkConsoleApp

**Class Diagram:**



## Customer

Class

### ▲ Properties

- 🔧 Address { get; set; } : string
- 🔧 CustomerId { get; set; } : int
- 🔧 CustomerName { get; set; } : string
- 🔧 PhoneNumber { get; set; } : string
- 🔧 Readings { get; set; } : List<MeterReading>

### ▲ Methods

- 📦 AddCustomerReading(MeterReading reading) : bool
- 📦 Customer(int customerId, string customerName, string address, string phoneNumber)
- 📦 GetCustomerInfo() : string

## Employee

Class

### ▲ Properties

- 🔧 ContactNumber { get; set; } : string
- 🔧 EmployeeId { get; set; } : int
- 🔧 Name { get; set; } : string
- 🔧 Salary { get; set; } : double

### ▲ Methods

- 📦 CalculateSalary() : double
- 📦 Employee(int employeeId, string name, string contactNumber, double salary)
- 📦 GetEmployeeInfo() : string

## MeterReader

Class

→ Employee

### ▲ Properties

🔧 MetersCheckedPerDay { get; set; } : int

### ▲ Methods

📦 CalculateSalary() : double

📦 GetEmployeeInfo() : string

📦 MeterReader(int employeeId, string name, string contactNumber, double salary, int metersCheckedPerDay)

## BillingAgent

Class

→ Employee

### ▲ Properties

🔧 BaseWorkLocation { get; set; } : string

🔧 BillsProcessedPerDay { get; set; } : int

### ▲ Methods

📦 BillingAgent(int employeeId, string name, string contactNumber, double salary, int billsProcessedPerDay, string baseWorkLocation)

📦 CalculateSalary() : double

📦 GetEmployeeInfo() : string

**Bill**  
Class

Fields

counter : int

Properties

Agent { get; set; } : BillingAgent

BasePrice { get; set; } : double

BillAmount { get; set; } : double

BillDate { get; set; } : DateTime

BillId { get; set; } : string

DueDate { get; set; } : DateTime

PricePerUnit { get; set; } : double

Reader { get; set; } : MeterReader

Status { get; set; } : string

Methods

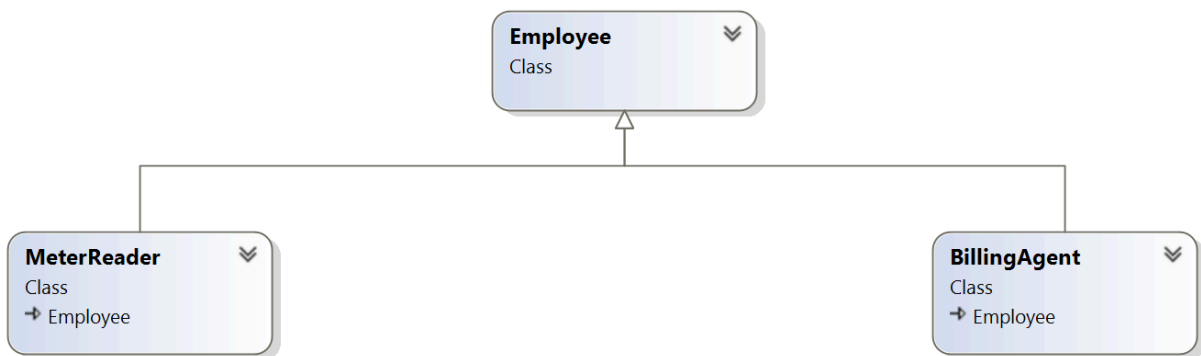
Bill()

Bill()

GenerateBill(Customer customer, MeterReading reading, BillingAgent agent) : string

SetBaseTariff() : void

## Class Diagram Relationships:



# Assignment Tasks:

## Task 1: Create the Visual Studio Solution

1. Open Visual Studio and create a new solution named **EntorkApp**.
  2. Add a **Class Library** project named **EntorkBusinessLayer**.
  3. Add a **Console Application** project named **EntorkConsoleApp**.
  4. Add a reference to **EntorkBusinessLayer** in **EntorkConsoleApp**.
- 

## Task 2: Create Classes in EntorkBusinessLayer

### 1. Class Customer

- **Properties:**
  - `CustomerId (int)`
  - `CustomerName (string)`
  - `Address (string)`
  - `PhoneNumber (string)`
  - `Readings (List<MeterReading>)`
- **Constructor:** Initialize `CustomerId`, `CustomerName`, `Address` and `PhoneNumber`. Initialize `Readings` to a new `List<MeterReading>`.
- **Methods:**
  - `string GetCustomerInfo()` → Method which returns customer details as a concatenated string (Refer output screenshot).
  - `bool AddCustomerReading(MeterReading reading)` → Adds the reading to the `Readings` list of this customer. Returns `true`.

### 2. Class Employee

- **Properties:**
  - `EmployeeId (int)`

- Name (string)
- ContactNumber (string)
- Salary (double)
- **Constructor:** Initialize EmployeeId, Name, ContactNumber and Salary.
- **Methods:**
  - string GetEmployeeInfo() → Virtual method which returns employee details as a concatenated string (Refer output screenshot).
  - double CalculateSalary() → Virtual method which returns Salary of the employee.

### 3. Class MeterReader

- **Inherits from the base class Employee**
- **Properties:**
  - MetersCheckedPerDay (int)
- **Constructor:** Initialize EmployeeId, Name, ContactNumber and Salary of the base class. Initialize MetersCheckedPerDay.
- **Methods:**
  - string GetEmployeeInfo() → Overridden method which returns employee details as a concatenated string (Refer output screenshot).
  - double CalculateSalary()
    - Overridden method to calculate Salary of a MeterReader Employee.
    - Invoke the base class method CalculateSalary() to get totalSalary.
    - Check if MetersCheckedPerDay is greater than 10
      - If, calculate the additional number of meters (greater than 10).
      - Calculate totalSalary using the following formula:
        - totalSalary + (extraMeters \* 250)
    - Assign totalSalary value to Salary property.

- Return totalSalary.

#### 4. Class BillingAgent

- **Inherits from the base class Employee**
- **Properties:**
  - BillsProcessedPerDay (int)
  - BaseWorkLocation (string)
- **Constructor:** Initialize EmployeeId, Name, ContactNumber and Salary of the base class. Initialize BillsProcessedPerDay and BaseWorkLocation .
- **Methods:**
  - string GetEmployeeInfo() → Overridden method which returns employee details as a concatenated string (Refer output screenshot).
  - double CalculateSalary()
    - Overridden method to calculate Salary of a MeterReader Employee.
    - Invoke the base class method CalculateSalary() to get totalSalary.
    - Check if BaseWorkLocation is "New York" or "London".
      - If yes,
        - If BillsProcessedPerDay is greater than 20
          - Calculate totalSalary as "totalSalary + (BillsProcessedPerDay \* 100)"
        - Else if BillsProcessedPerDay is greater than 10
          - Calculate totalSalary as "totalSalary + (BillsProcessedPerDay \* 75)"
        - Else,
          - Calculate totalSalary as "totalSalary + (BillsProcessedPerDay \* 50)"
      - Else,
        - If BillsProcessedPerDay is greater than 20

- Calculate totalSalary as "totalSalary + (BillsProcessedPerDay \* 80)"
- Else if BillsProcessedPerDay is greater than 10
  - Calculate totalSalary as "totalSalary + (BillsProcessedPerDay \* 60)"
- Else,
  - Calculate totalSalary as "totalSalary + (BillsProcessedPerDay \* 40)"
- Assign totalSalary value to Salary property.
- Return totalSalary.

## 5. Class MeterReading

- **Properties:**
  - MeterReadingId (int)
  - UnitsConsumed (double)
  - ReadingDate (DateTime)
  - Reader (MeterReader)
- **Constructor:** Initialize MeterReadingId, UnitsConsumed, ReadingDate and Reader.
- **Methods:**
  - string GetMeterReadingInfo() → Method which returns meter reading details as a concatenated string (Refer output screenshot).

## 6. Class Bill

- **Properties:**
  - BillId (string)
  - BasePrice (double)
  - PricePerUnit (double)
  - BillDate (DateTime)
  - DueDate (DateTime)



- Status (string)
- BillAmount (double)
- Reader (MeterReader)
- Agent (BillingAgent)
- **Field:** counter (int) - private static variable to auto-generate BillId as B1001, B1002, B1003...
- **Static Constructor** - Initialize the static variable counter accordingly.
- **Parameterless Constructor:** Invoke the method SetBaseTariff() of the Bill class.
- **Methods:**
  - void SetBaseTariff()
    - Assign BasePrice as 100.
    - Assign PricePerUnit as 4.
  - string GenerateBill(Customer customer, MeterReading reading, BillingAgent agent)
    - Method which generates the bill for the given customer with the given reading by the given agent.
    - Implement exception handling in this method.
    - Check if any Readings are available for the customer.
      - If yes, check if the given reading parameter is available as a reading in the list Readings of the customer.
      - If found, generate a bill as follows:
        - Assign the Reader value from the given reading parameter to the Reader property of the Bill.
        - Assign the given agent to the Agent property of the Bill.
        - Generate the BillId using the static variable counter as B1001, B1002, B1003 etc.
        - Set BillDate as the current date time.
        - Set DueDate as 30 days from the current date time.
        - Set the bill Status as "Pending".

- If UnitsConsumed for the given reading is 0, then set BillAmount as BasePrice.
- Else if, UnitsConsumed for the given reading is greater than 0, then set the BillAmount using the following formula:
  - $\text{BasePrice} + (\text{reading.UnitsConsumed} + \text{PricePerUnit})$
- Return a string message as
  - Bill successfully generated for Customer : <customer name> with Bill ID : <bill Id>.
- If the reading is not available or not found, return the message as "Bill could not be generated".
- In case of any exception, return the message "Something went wrong, please try again later!"

### Task 3: EntorkConsoleApp Implementation

#### Program.cs Code:

```
using EntorkBusinessLayer;
```

```
namespace EntorkConsoleApp
{
```

```
    internal class Program
```

```
    {
```

```
        static void Main(string[] args)
```

```
        {
```

```
            #region Customer One
```

```
                Console.WriteLine("-----Customer One  
Bill Generation-----");
```

```
                Customer customerOne = new Customer(101, "Lily Elizabeth",  
"London", "9999999999");
```

```
MeterReader readerOne = new MeterReader(1, "Philip  
Dunphy", "8888888888", 18000, 15);
```

```
MeterReading readingOne = new MeterReading(1, 145,  
DateTime.Now, readerOne);
```

```
//Assign reading to customer  
customerOne.AddCustomerReading(readingOne);
```

```
//Display details  
Console.WriteLine("Customer Details: ");  
Console.WriteLine(customerOne.GetCustomerInfo());
```

```
Console.WriteLine("-----  
-----");
```

```
Console.WriteLine("Customer Readings: ");  
foreach (var item in customerOne.Readings)  
{  
    Console.WriteLine(item.MeterReadingId + " " +  
item.UnitsConsumed + " " + item.ReadingDate);  
    Console.WriteLine(".....");  
}
```

```
Console.WriteLine("-----  
-----");
```

```
//Calculate Reader Salary  
readerOne.CalculateSalary();
```

```
Console.WriteLine("Meter Reader Details: ");  
Console.WriteLine(readerOne.GetEmployeeInfo());
```

```
Console.WriteLine("-----  
-----");
```

```
BillingAgent agentOne = new BillingAgent(2, "Margaret  
Townsend", "7777777777", 22000, 20, "London");
```

```
//Calculate Agent Salary  
agentOne.CalculateSalary();
```

```
Console.WriteLine("Billing Agent Details: ");  
Console.WriteLine(agentOne.GetEmployeeInfo());
```

```
Console.WriteLine("-----  
-----");
```

```
Bill billOne = new Bill();
```

```
Console.WriteLine("Generating Bill...");  
string message = billOne.GenerateBill(customerOne,  
readingOne, agentOne);
```

```
Console.WriteLine(message);
```

```
Console.WriteLine("-----  
-----");
```

```
Console.WriteLine("Bill Details");
```

```
Console.WriteLine("Bill Id : " + billOne.BillId);  
Console.WriteLine("Bill Amount : " + billOne.BillAmount);  
Console.WriteLine("Bill Date : " + billOne.BillDate);
```

```
Console.WriteLine("Due Date : " + billOne.DueDate);
Console.WriteLine("Bill Status : " + billOne.Status);
Console.WriteLine("Base Price : " + billOne.BasePrice);
Console.WriteLine("Price Per Unit : " + billOne.PricePerUnit);
Console.WriteLine("Meter Reader : " + billOne.Reader.Name);
Console.WriteLine("Billing Agent : " + billOne.Agent.Name);
```

```
Console.WriteLine("-----
-----");
```

```
#endregion
```

```
#region Customer Two
```

```
Console.WriteLine("-----Customer Two Bill
Generation-----");
```

```
Customer customerTwo = new Customer(102, "Alex Pritchett",
    "New York", "9876789687");
```

```
MeterReading readingTwo = new MeterReading(2, 89,
    DateTime.Now, readerOne);
```

```
//Assign reading to customer
customerTwo.AddCustomerReading(readingTwo);
```

```
//Display details
Console.WriteLine("Customer Details: ");
Console.WriteLine(customerTwo.GetCustomerInfo());
```

```
Console.WriteLine("-----
-----");
```

```

        Console.WriteLine("Customer Readings: ");
        foreach (var item in customerTwo.Readings)
        {
            Console.WriteLine(item.MeterReadingId + " " +
            item.UnitsConsumed + " " + item.ReadingDate);
            Console.WriteLine(".....");
        }

```

```

Console.WriteLine("-----
-----");

```

```

    Bill billTwo = new Bill();

```

```

    Console.WriteLine("Generating Bill...");
    message = billTwo.GenerateBill(customerTwo, readingTwo,
agentOne);

```

```

    Console.WriteLine(message);

```

```

Console.WriteLine("-----
-----");

```

```

    Console.WriteLine("Bill Details");

```

```

    Console.WriteLine("Bill Id : " + billTwo.BillId);
    Console.WriteLine("Bill Amount : " + billTwo.BillAmount);
    Console.WriteLine("Bill Date : " + billTwo.BillDate);
    Console.WriteLine("Due Date : " + billTwo.DueDate);
    Console.WriteLine("Bill Status : " + billTwo.Status);
    Console.WriteLine("Base Price : " + billTwo.BasePrice);
    Console.WriteLine("Price Per Unit : " + billTwo.PricePerUnit);
    Console.WriteLine("Meter Reader : " + billTwo.Reader.Name);
    Console.WriteLine("Billing Agent : " + billTwo.Agent.Name);

```

```

Console.WriteLine("-----
-----");

        #endregion
    }
}
}

```

## Expected Output:

```

-----Customer One Bill Generation-----
Customer Details:
101 Lily Elizabeth London 9999999999
-----
Customer Readings:
1 145 02-02-2025 12:00:59
.....
-----
Meter Reader Details:
1 Philip Dunphy 8888888888 19250 15
-----
Billing Agent Details:
2 Margaret Townsend 7777777777 23500 London 20
-----
Generating Bill...
Bill successfully generated for Customer : Lily Elizabeth with Bill ID : B1001
-----
Bill Details
Bill Id : B1001
Bill Amount : 249
Bill Date : 02-02-2025 12:00:59
Due Date : 04-03-2025 12:00:59
Bill Status : Pending
Base Price : 100
Price Per Unit : 4
Meter Reader : Philip Dunphy
Billing Agent : Margaret Townsend
-----

```

```
-----Customer Two Bill Generation-----
Customer Details:
102 Alex Pritchett New York 9876789687
-----
Customer Readings:
2 89 02-02-2025 12:00:59
.....
-----
Generating Bill...
Bill successfully generated for Customer : Alex Pritchett with Bill ID : B1002
-----
Bill Details
Bill Id : B1002
Bill Amount : 193
Bill Date : 02-02-2025 12:00:59
Due Date : 04-03-2025 12:00:59
Bill Status : Pending
Base Price : 100
Price Per Unit : 4
Meter Reader : Philip Dunphy
Billing Agent : Margaret Townsend
-----
```

\*\*\*\*\*All the best\*\*\*\*\*