## Solution Review: Implement the Derived Class

This review provides a detailed analysis to solve the 'Implement the Derived Class' challenge.

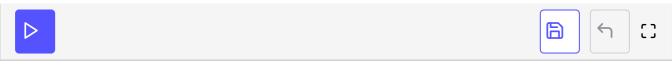
## WE'LL COVER THE FOLLOWING ^

- Solution
  - Explanation

## Solution #

```
// Base Class
class Product {
  // Private Data Members
  private string name;
  private double price;
  // Getter method for name
  public string GetName(int liters) {
      if (liters == 1) {
          this.name = "Cola";
          return this.name;
      else if (liters == 2) {
          this.name = "Fanta";
          return this.name;
      else if (liters == 3) {
          this.name = "Dew";
          return this.name;
      else return "";
  }
  // Getter method for price
  public double GetPrice(int liters) {
      if (liters == 1) {
          this.price = 2;
          return this.price;
      else if (liters == 2) {
          this.price = 3.5;
          return this.price;
```

```
else if (liters == 3) {
          this.price = 4;
          return this.price;
      else return 0;
  }
}
// Derived Class
class Beverage : Product {
    public int Liters { get; set; } // Liters of a Beverage
    public string GetDetails() {
        string details = GetName(this.Liters) + ", " + GetPrice(this.Liters) + ", " + Liters;
        return details;
    }
}
class Demo {
    public static void Main(string[] args) {
        Beverage berverage = new Beverage();
        berverage.Liters = 2;
        Console.WriteLine(berverage.GetDetails());
    }
}
```



## **Explanation** #

- Line 47: Beverage class is derived from the Product class.
- Line 51-54: In the GetDetails() method, we call the base class' getter methods by passing them the Liters as an argument to get the respective name and price details of the beverage and prepend them to the Liters to output the complete details.