

بسم الله الرحمن الرحيم

آموزشگاه تحلیل داده

تخصصی ترین مرکز برنامه نویسی و دیتابیس در ایران

بازگرداندن یک شی یا ارسال آن به عنوان آرگومان

مدرس : مهندس افشین رفوآ

بازگرداندن یک شی یا ارسال آن به عنوان آرگومان

1. برای بازگرداندن کلاس یا ارسال آن به عنوان آرگومان، فایل `OrderProcessing.cs` را به صورت زیر اصلاح کنید.

```
using System;
namespace ElectronicStore1
{
    public class SaleItem
    {
        double DiscountAmount;
        double NetPrice;
        int Quantity;
        double SaleTotal;
        public double GetDiscountRate()
        {
            Console.WriteLine("Discount Applied (Enter 0 to
100, 0 if no discount): ");
            double discount =
double.Parse(Console.ReadLine());
            return discount;
        }
        public int GetQuantity()
        {
            Console.WriteLine("Enter Quantity: ");
            int q = int.Parse(Console.ReadLine());
            return q;
        }
        public StoreItem Create()
        {
            long itemNumber;
            char category;
            string make;
            string model;
            //double discount;
            double price;
            StoreItem saleItem = new StoreItem();
            Console.WriteLine("Enter the Item #: ");
            itemNumber = long.Parse(Console.ReadLine());
            Console.WriteLine("Category");
            Console.WriteLine("A - Audio Cables");
            Console.WriteLine("B - Instructional and
Tutorials (Books)");
            Console.WriteLine("C - Cell Phones and
```

```

Accessories");
        Console.WriteLine("D - Bags and Cases");
        Console.WriteLine("E - Headphones");
        Console.WriteLine("F - Instructional and
tahlildadeh (VHS & DVD)");
        Console.WriteLine("G - Digital Cameras");
        Console.WriteLine("H - Cables and
Connectors");
        Console.WriteLine("I - PDAs and
Accessories");
        Console.WriteLine("J - Telephones and
Accessories");
        Console.WriteLine("K - Surge Protector");
        Console.WriteLine("L - TVs and Videos");
        Console.WriteLine("U - Unknown");
        Console.Write("Your Choice? ");
        category = char.Parse(Console.ReadLine());
        Console.Write("Make:      ");
        make = Console.ReadLine();
        Console.Write("Model:    ");
        model = Console.ReadLine();
        Console.Write("Unit Price: ");
        price = double.Parse(Console.ReadLine());
        saleItem.SetItemNumber(itemNumber);
        saleItem.SetCategory(category);
        saleItem.SetMake(make);
        saleItem.SetModel(model);
        saleItem.SetUnitPrice(price);
        return saleItem;
    }
    public void ShowSaleItem(StoreItem item)
    {
        double discountRate = GetDiscountRate();
        int quantity = GetQuantity();
        DiscountAmount = item.GetUnitPrice() *
discountRate / 100;
        NetPrice = item.GetUnitPrice() -
DiscountAmount;
        SaleTotal = NetPrice * quantity;
        Console.WriteLine("\nStore Item
Description");
        Console.WriteLine("Item Number:      {0}",
item.GetItemNumber());
        Console.WriteLine("Category:      {0}",
item.GetCategory());
        Console.WriteLine("Make          {0}",
item.GetMake());

```

```

        Console.WriteLine("Model:           {0}",
item.GetModel());
        Console.WriteLine("Unit Price:       {0:C}",
item.GetUnitPrice());
        Console.WriteLine("Discount Rate:   {0:P}",
discountRate / 100);
        Console.WriteLine("Discount Amount: {0:C}",
DiscountAmount);
        Console.WriteLine("Price/Item:     {0:C}",
NetPrice);
        Console.WriteLine("Quantity:       {0}",
quantity);
        Console.WriteLine("Sale Total:     {0:C}",
SaleTotal);
    }
}
public class OrderProcessing
{
    public static int Main()
    {
        StoreItem item = new StoreItem();
        SaleItem sale = new SaleItem();
        string strTitle1 = "=== Nearson Electronics
===\n";
        string strTitle2 = "***** Store Items
*****";
        Console.Title = "Electronic Super Store";
        Console.WriteLine(strTitle1);
        Console.WriteLine(strTitle2);
        Console.Clear();
        item = sale.Create();
        sale.ShowSaleItem(item);
        System.Console.ReadKey();
        return 0;
    }
}
}

```

2. برنامه را اجرا کنید.

3. کلید **Enter** را بزنید.

```

=== Nearson Electronics ===
***** Store Items *****
Enter the Item #: 927374
Category
A - Audio Cables

```

B - Instructional and Tutorials (Books)
C - Cell Phones and Accessories
D - Bags and Cases
E - Headphones
F - Instructional and Tutorials (VHS & DVD)
G - Digital Cameras
H - Cables and Connectors
I - PDAs and Accessories
J - Telephones and Accessories
K - Surge Protector
L - TVs and Videos
U - Unknown
Your Choice? L
Make: NEC
Model: VT48 Video Projector
Unit Price: 705.95
Discount Applied (Enter 0 to 100, 0 if no discount): 15
Enter Quantity: 1

4. کلید **Enter** را فشار دهید.

Store Item Description

Item Number: 927374
Category: L
Make: NEC
Model: VT48 Video Projector
Unit Price: \$705.95
Discount Rate: 15.00 %
Discount Amount: \$105.89
Price/Item: \$600.06
Quantity: 1
Sale Total: \$600.06

5. با زدن **Enter** از برنامه خارج شده و به محیط برنامه نویسی بازگردید.