PERSON.CS

using System;

using System.Collections.Generic;

using System.Text;

using System.Xml.Serialization;

namespace Serialization

{

// this is something called "POCO" plain old clr object

// a class with just public get-set properties and a default constructor

// "DTO" data transfer object

public class Person

{

private int \_id;

[XmlAttribute] // will do "Id="15"" instead of "<Id>15</Id>"

public int Id { get => \_id; set => \_id = value; }

[XmlElement(ElementName = "FirstName")] // change the name of the element used in the XML

public string Name { get; set; }

//[XmlIgnore] hide this property from XMLSerializer entirely

public Address Address { get; set; }

}

}