Task-1:

```
using System;

namespace Student
{
    class Program
    {
        static void Main(string[] args)
        {
            Student obj = new Student();
            obj.Name = "AHMAD ZAMIL";
            obj.Id = "19-40400-1";
            obj.Department = "CSE";


            Console.WriteLine("My name is : " + obj.Name);
            Console.WriteLine("My id is : " + obj.Id);
            Console.WriteLine("My department is : " + obj.Department);


        }
    }

    public class Student
    {
        private string name;
        private string id;
        private string department;


        public string Name
        {
            get { return name; }
            set { name = value; }
        }

        public string Id
        {
            get
            { return id; }
            set
            { id = value; }
        }


        public string Department
        {
            get
            { return department; }
            set
            { department = value; }
        }


    }
}
```

Task-2 :

```
using System;

namespace Task_2
{
    class Program
    {
        static void Main(string[] args)
        {
            Triangle obj = new Triangle();
            Console.WriteLine("Enter x: ");
            obj.X = Convert.ToInt32(Console.ReadLine());
            Console.WriteLine("Enter y: ");
            obj.Y = Convert.ToInt32(Console.ReadLine());
            Console.WriteLine("Enter z: ");
            obj.Z = Convert.ToInt32(Console.ReadLine());

            Console.WriteLine("x is : " + obj.X);
            Console.WriteLine("y is : " + obj.Y);
            Console.WriteLine("z is : " + obj.Z);
            obj.TestTriangle();

        }
    }

    public class Triangle
    {
        private int x;
        private int y;
        private int z;

        public int X
        {
            get
            {
                return x;
            }
            set
            {
                x = value;
            }
        }
        public int Y
        {
            get
            {
                return y;
            }
            set
            {
                y = value;
            }
        }
        public int Z
        {
            get
            {
```

```
                return z;
            }
            set
            {
                z = value;
            }
        }

        public void TestTriangle()
        {
            if (x == y && x == z)
            {
                Console.WriteLine("Triangle is equilateral");
            }
            else if (x == y || x == z || y == z)
            {
                Console.WriteLine("Triangle is isosceles");
            }
            else
            {
                Console.WriteLine("Triangle is scalene");
            }
        }
    }
}
```

Task-3 :

```
using System;

namespace Account
{
    class Program
    {
        static void Main(string[] args)
        {
            Account obj = new Account();
            Console.WriteLine("Account name is :" + obj.AccName);
            Console.WriteLine("Account no is :" + obj.Acid);
            Console.WriteLine("Previous Balance is :" + obj.Balance);

            obj.Deposit(500000);
            obj.WithDraw(5000);
            Console.WriteLine("New balance  is :" + obj.Balance);
        }
    }
    public class Account
    {
        private string accName = "AHMAD ZAMIL";
        private string acid = "125445252";
        private int balance = 102222;

        public string AccName
        {
            get
            {
                return accName;
            }
        }
        public string Acid
        {
            get
            {
                return acid;
            }

        }
        public int Balance
        {
            get
            {
                return balance;
            }
        }
        public void Deposit(int amount)
        {
            balance += amount;
        }
        public void WithDraw(int amount)
        {
            balance -= amount;
        }
    }
}
```

Task-4 :

```
using System;

namespace Course
{
    class Program
    {
        static void Main(string[] args)
        {
            Course obj = new Course();
            Console.Write("Enter  course name: ");
            obj.CourseName = Console.ReadLine();
            Console.Write("Enter course code: ");
            obj.CourseCode = Console.ReadLine();
            Console.Write("Enter course credit: ");
            obj.CourseCredit = Convert.ToInt32(Console.ReadLine());

            obj.ShowCourseInfo();
        }
    }

    public class Course
    {
        private string courseName;
        private string courseCode;
        private int courseCredit;
        public string CourseName
        {
            get
            {
                return courseName;
            }
            set
            {
                courseName = value;
            }

        }
        public string CourseCode
        {
            get
            {
                return courseCode;
            }
            set
            {
                courseCode = value;
            }

        }
        public int CourseCredit
        {
            get
            {
                return courseCredit;
            }
            set
```

```
            {
                courseCredit = value;
            }

        }

        public void ShowCourseInfo()
        {
            Console.WriteLine("Course name is " + courseName);
            Console.WriteLine("Course code is " + courseCode);
            Console.WriteLine("Course credit is " + courseCredit);

        }
    }



}
```