using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace OOPS\_Project

{

internal class Student

{

// variables cud be of dif types

// instance variables > name , address, phoneno, email, they are dif of every instance(object)

// static varibale > shared by all objects, there is a single copy of this variable, batch, traiingname, dept

// const variables > shared by all objects, there is a single copy of this variable, cannot be nodified , companyName, nationality

// readonly variable > which is different for every object, but once initializd, cannot be modified,

// value can be assigned to read only variable only whicle declaring, or within a constructor., for eg > id, rn , sno

readonly int id;

string name;

static string batch="B001";

public const string companyName = "Wipro";

int marks;

public static void BatchDetails()

{

batch = "B001";

Console.WriteLine("Batch is " + batch);

}

public Student()

{

Console.WriteLine("Enter Id");

id = Int32.Parse(Console.ReadLine());

}

public void GetDetails()

{

//Console.WriteLine("Enter Id");

//id = Int32.Parse(Console.ReadLine());

Console.WriteLine("Enter Name");

name = Console.ReadLine();

//Console.WriteLine("Enter Batch");

//batch = Console.ReadLine();

Console.WriteLine("Enter Marks");

marks = byte.Parse(Console.ReadLine());

}

public void DisplayDetails()

{

Console.WriteLine($"ID is {id}");

Console.WriteLine($"Name is {name}");

//Console.WriteLine($"Batch is {batch}");

Console.WriteLine($"Marks are {marks}");

}

}

}