

12) Write a program to show use of class and object.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace Ass12
{
    class demo
    {
        public String name;
        public int rollno;

        public void show()
        {
            Console.Write("enter your name");
            name = Convert.ToString(Console.ReadLine());
            Console.Write("enter your rollno");
            rollno=Convert.ToInt32(Console.ReadLine());
            Console.Write("name is="+name+"\n");
            Console.Write("rollno is="+rollno+"\n");
        }
    }
}

class Program
{
    static void Main(string[] args)
    {
        demo d1=new demo();
        d1.show();
        Console.ReadLine();
    }
}
```