Day 5

1. What are naming variables, give examples.
2. What are indexers? One Person can have many children, using Indexer to implement Person class
3. Create a list List<Shape> which contains both Triangle and Circle objects. Add some random object of Triangles and Circles than count how many Triangle and Circle in that list
4. By using interface IComparer to compare 2 objects of Triangle class. What are differences between IComparer and ICompable?
5. Create an extension method of the string class which allows to count how many digits, odd digits in a given string. The method should provide a parameter to specify count odd digits or not.
6. Do this exercise by using Repository Pattern

