**Creating Classes**

Make the code work! To do this, create the missing City and GeoLocation classes.

static void Main()

{

var city = new City();

city.Name = "Ekaterinburg";

city.Location = new GeoLocation();

city.Location.Latitude = 56.50;

city.Location.Longitude = 60.35;

Console.WriteLine("I love {0} located at ({1}, {2})",

city.Name,

city.Location.Longitude.ToString(CultureInfo.InvariantCulture),

city.Location.Latitude.ToString(CultureInfo.InvariantCulture));

}

**Code:**

using System;

using System.Globalization;

namespace umop12.\_2zCreatingClasses

{

class Program

{

static void Main()

{

var city = new City();

city.Name = "Ekaterinburg";

city.Location = new GeoLocation();

city.Location.Latitude = 56.50;

city.Location.Longitude = 60.35;

Console.WriteLine("I love {0} located at ({1}, {2})",

city.Name,

city.Location.Longitude.ToString(CultureInfo.InvariantCulture),

city.Location.Latitude.ToString(CultureInfo.InvariantCulture));

Console.ReadKey();

}

}

public class City

{

public string Name;

public GeoLocation Location;

}

public class GeoLocation

{

public double Latitude;

public double Longitude;

}

}