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| |  | | --- | | Class Human | |  | { | |  | public string name; | |  | public byte Age; | |  | // Устанавливаем параметры | |  | public Human(string n, byte a) | |  | { | |  | name = n; | |  | Age = a; | |  | } | |  | public ~Human() | |  | { | |  | Console.WriteLine("Object was destroyed"); | |  | } | |  | public void getInfo() | |  | { | |  | Console.WriteLine("Name: {0}\nAge: {1}", name, Age); | |  | } | |  | } | | C малой буквы age и name**;**  Комментирование метода произведено неверно**;**  Замена строчки   |  | | --- | | Console.WriteLine("Name: {0}\nAge: {1}", name, Age); | | } на Console.WriteLine($"Name: {name}\nAge: {age}")**;**  Убрать лишний элемент «~»  Лучше прокомментировать Добавить using System;  namespace Имя {}; | |