```csharp
 1 using System;
 2 using System.Collections.Generic;
 3 using System.Linq;
 4 using System.Text;
 5 using System.Threading.Tasks;
 6
 7 namespace QuiddichV2._0
 8 {
 9     public class User
10     {
11         private string username;
12         private string password;
13
14         #region Properties
15
16         public String Username
17         {
18             get
19             {
20                 return username;
21             }
22             set
23             {
24                 username = value;
25             }
26         }
27
28         public String Password
29         {
30             get
31             {
32                 return password;
33             }
34             set
35             {
36                 password = value;
37             }
38         }
39
40         #endregion
41
42         public User()
43         {
44
45         }
46     }
47 }
48
```