**To create read-only and write-only properties.**

* To create a read-only property, define only a **get** accessor.
* To define a write-only property, define only a **set** accessor.

**Read-Only Property:**

* To create a read-only property, define only a **get** accessor.

Example:

**using** System;

**public** **class** Employee

{

**private** **static** **int** counter;

**public** Employee()

{

counter++;

}

**public** **static** **int** Counter

{

**get**

{

**return** counter;

}

}

}

**class** TestEmployee

{

**public** **static** **void** Main(**string**[] args)

{

Employee e1 = **new** Employee();

Employee e2 = **new** Employee();

Employee e3 = **new** Employee();

//e1.Counter = 10;//Compile Time Error: Can't set value

Console.WriteLine("No. of Employees: " + Employee.

Counter);

}

}