

```
1 using System;
2 using System.Collections.Generic;
3 using System.Diagnostics;
4 using System.Linq;
5 using System.Text;
6 using System.Threading.Tasks;
7
8 namespace MembersC
9 {
10     class members
11     {
12         // member - private field
13         private string memberName;
14         private string jobTitle;
15         private int salary = 20000;
16
17         // member - public field
18         public int age;
19
20         // member - property - exposes JobTitle safely - properties start with a capital letter
21         public string JobTitle
22         {
23             get
24             {
25                 return JobTitle;
26             }
27             set
28             {
29                 JobTitle = value;
30             }
31         }
32     }
33
34     // public member Method - can be called from other classes
35     public void Introducing(bool isFriend)
36     {
37         if (!isFriend)
38         {
39             SharingPrivateInfo();
40         }
41         else
42         {
43             Console.WriteLine("Hi, my name is {0}, and my job title is {1}, I'm {2} years old", memberName, jobTitle, age);
44         }
45     }
46
47     private void SharingPrivateInfo()
48     {
49         Console.WriteLine("My salary is {0}", salary);
50     }
51
52     // member constructor
53     public members()
54     {
55         age = 31;
56         memberName = "Lucy";
57         salary = 60000;
58         jobTitle = "Developer";
59         Console.WriteLine("Object created");
60     }
61
62     // member - finalizer - deconstructor
63     ~members()
64     {
65         // clean up statements
66         Console.WriteLine("Deconstruction of Members object");
67     }
68 }
```

```
67     Debug.Write("Deconstruction of Members object");
68 }
69
70
71 }
72 }
```