```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace PropertiesC
{
 class Box
 {
  // member variable
  private string color = "white";
  public int length;
  public int height;
  //public int width;
  public int volume;

  // auto - implemented property - enter "prop" + press tab twice
  public int Width { get; set; }

  public Box(int length, int height, int width)
  {
   this.length = length;
   this.height = height;
   this.Width = width;
  }



  public int Volume
  {
   get
   {
    return Height * Width * Length;
   }

   set
   {
    volume = value;
   }


  }
  public int Height
  {
   get
   {
    return height;
   }
   set
   {
    if (value < 0) //throw new Exception("Size should be positive");
     Console.WriteLine("A negative value has been inputed and has been changed to positive");
     value = -value;
    height = value;
   }
  }

  public int Length
  {
   get => length;

   set => length = value;
  }
```

```
  /* one way you can do this is by doing the following:
  ----------
  public void SetLength(Int length)
  {
   this.length = length
  }
  ----------
  and then set the variable as

  private int length;
  ----------

  public int GetLength()
  {
   return this.length;
  }


  */
  public int FrontSurface
  {
   get { return height * length; }
  }
  public void DisplayInfo()
  {
   Console.WriteLine("Length is {0} and heigth is {1} and width is {2} so the volume is {3}",
    Length, Height, Width, volume = Width*Height*Length);
  }
 }


}
```