

How would you explain this?

```
public abstract class User  
{
```

How would you explain these?

```
public string UserName { get; set; }
```

```
private string _password = Guid.NewGuid().ToString(); // Generate a random password by default

public string Password
{
    set
    {
        _password = value;
    }
}
```

How would you explain this?

```
public class Student: User, IComparable<Student>
```

How would you explain this?

```
public class Teacher: User
```

How would you explain this?

```
public abstract bool SetPassword(string pwd);
```

How would you explain this?

```
protected string _password = Guid.NewGuid().ToString(); // Generate a random password by default
```

How would you explain this?

```
public override bool SetPassword(string pwd)
{
    // If the password provided as the parameter is at least 6 characters long then save it and return true
    if (pwd.Length >= 6)
    {
        _password = pwd;
        return true;
    }
    // If the password is not long enough, then do not save it and return false
    return false;
}
```