**using** System;  
class Employee  
{  
**private** string *my\_FirstName*;  
**private** string *my\_LastName*;  
**public** string FirstName  
{  
get  
{  
return *my\_FirstName*;  
}  
set  
{  
    *my\_FirstName* = **value**;  
}  
}  
  
// LastName property  
**public** string LastName  
{  
get  
{  
return  *my\_LastName*;  
}  
set  
{  
*my\_LastName* = **value**;  
}  
}  
 **public** string Title { get; set; }  
  // Manager property  
  **public** string Floor { get; set; }  
}  
   
class Program  
{  
static void **Main**()  
{  
Employee employee1 =**new** Employee();  
Employee employee2 =**new** Employee();  
// Call the FirstName property's setter.  
employee1.FirstName = "Inigo";  
// Call the FirstName property's getter.  
System.Console.**WriteLine**("First Employee name="+employee1.FirstName);  
// Assign an auto-implemented property  
employee1.Title = "Computer Nerd";  
employee1.Floor = "Fourth Floor";  
employee2=employee1;  
// Print employee1's manager's title.  
Console.**WriteLine**("Employee no.1 Title=>"+employee1.Title);  
Console.**WriteLine**("Employee no.2 Name=>"+employee2.FirstName);  
Console.**ReadKey**(**true**);  
}  
}