1. Create a class with a private field and a public method to set its value.
2. Design a class with a public method that accesses a private field from another class in the same assembly.
3. Implement a class with an internal field and access it from a different assembly.
4. Create a base class with protected members and derive a class to access those members.
5. Develop a class with a protected internal member and create an instance in a different assembly to access it.
6. Create a class with a public property. Derive another class and try to access the property.
7. Build a class with a private property and provide a public method to modify its value. Test the functionality.
8. Develop a class with a private method. Provide a public method that calls the private method.
9. Implement a class with a protected method. Derive a class and access the protected method.
10. Build a class with an internal constructor and create an instance from another assembly.