using System;  
  
class MyClass : IDisposable  
{  
 public int Number { get; set; }  
 public string Text { get; set; }  
 private bool disposed = false;  
   
 public MyClass(int number, string text)  
 {  
 Number = number;  
 Text = text;  
 }  
   
 public MyClass()  
 {  
 Number = 0;  
 Text = "Default";  
 }  
   
 ~MyClass()  
 {  
 Dispose(false);  
 }  
   
 public void Dispose()  
 {  
 Dispose(true);  
 GC.SuppressFinalize(this);  
 }  
  
 protected virtual void Dispose(bool disposing)  
 {  
 if (!disposed)  
 {  
 if (disposing)  
 {  
 Console.WriteLine("Освобождение ресурсов объекта MyClass.");  
 }  
   
 Console.WriteLine("Освобождение неуправляемых ресурсов объекта MyClass.");  
  
 disposed = true;  
 }  
 }  
   
 public void DisplayInfo()  
 {  
 Console.WriteLine($"Number: {Number}");  
 Console.WriteLine($"Text: {Text}");  
 }  
  
 public static void Main(string[] args)  
 {  
 using (MyClass myObject = new MyClass(42, "Hello"))  
 {  
 myObject.DisplayInfo();  
 }  
   
 using (MyClass newObject = new MyClass())  
 {  
 newObject.DisplayInfo();  
 }  
 }  
}

