**DATE TIME**

**Idag:**Datetime today = DateTime.Today;

**Igår:**DateTime yesterday = DateTime.Today.AddDays(-1);

**Imorgon:**DateTime tomorrow = DateTime.Today.AddDays(1);

**Antal dagar per månad:**int days = DateTime.DaysInMonth(2014, 9); // September.

int days = DateTime.DaysInMonth(2014, 2); // February.

**Beräkna antal dagar mellan två datum: - SUBTRACT**DateTime mariasBday = new DateTime(2017, 11, 01);

DateTime oliviasBday = new DateTime(2017, 11, 22);

TimeSpan mellan = oliviasBday.Subtract(mariasBday);

Console.WriteLine(mellan); //OUTPUT 21.00:00:00

Console.WriteLine("{0} dagar", mellan.TotalDays); //OUTPUT: 21 dagar

**GETTER OCH SETTER**

private string name;

public void SetName(string name)

{

this.name = name;

}

public string GetName()

{

return name;

}

// MAIN  
 Person person1 = new Person();  
 person1.SetName("Olivia");

Console.WriteLine("Her name is {0}", person1.GetName());

//ELLER I MAIN MEN MED KONSTRUKTRO OCH GETTER

Person person1 = new Person("Olivia", 25);

Console.WriteLine(person1.GetAge());

**TÄRNING (cheating true/false – get/set/konstruktor)**

//MAIN

Tärning person1 = new Tärning(false);

Console.WriteLine("Omgång 1:");

Console.WriteLine(person1.RollDiez());

Console.WriteLine("Omgång 2:");

person1.SetCheating(true);

Console.WriteLine(person1.RollDiez());

//CLASS

private bool cheating;

public Tärning(bool cheating)

{

this.cheating = cheating;

}

public void SetCheating(bool value)

{

cheating = value;

}

public int RollDiez()

{

if (cheating)

{

Console.WriteLine("Jag fuskar ALDRIG!");

return 6;

}

else

{

Random randomNr = new Random();

return randomNr.Next(1, 7);

}

}