```
1  //using is a directive
2  //System is a namespace, namespace groups related features together
3  //System is needed so we can use Console, classes
4  using static System.Console;
5  //outermost level of grouping
6  class Product
7  {
8      //instance variable, all products have a price
9      //so it's placed inside this Produce class
10     protected decimal price;
11
12     //Product class constructor
13     public Product(decimal pri)
14     {
15         price = pri;
16     }
17 }
18 class Computer : Product //this notation shows inheritance
19 {
20     private int speed;//this field adds information specific to computers
21
22     //to set the price of a computer, call the base class constructor
23     //this means you can reuse code in the base class
24
25     public Computer(decimal pri) : base(pri) { }
26
27     //to get the price, code a property
28     public decimal PRICE { get { return price; } }
29
30     //make public property to both get and set the values of the speed field
31     public int SPEED
32     {
33         get
34         {
35             return speed;
36         }
37         set
38         {
39             speed = value;//value exists by defintion of properties
40         }
41     }
42 }
43 class Program
44 {
45     //Main is a method
46     //this is the entry point into program
47     static void Main()
48     {
49         //make new computer object
50         Computer comp = new Computer(788.99M);
51         //display price using PRICE property
52         //comp.PRICE runs, then formatting is applied, and then the result is printed
53         WriteLine($"Price : {comp.PRICE:C}");
54
55         //set speed field using SPEED properrty
56         comp.SPEED = 567;
57
58         //retrieve speed using SPEED property
59         WriteLine($"Speed : {comp.SPEED}");
60     }
61 }
```