```csharp
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 Person
7  {
8      private string name;
9      private bool smokes;
10     //this is the constructor
11     //this constructor accepts two values
12     public Person(string fullName, bool smoker)
13     {
14         name = fullName;//set the values of the instance variables
15         smokes = smoker;
16     }
17     public string NAME //define NAME property
18     {
19         get
20         {
21             return name;//gets value of name field
22         }
23     }
24     public bool SMOKES //define SMOKES property
25     {
26         get
27         {
28             return smokes; //gets value of smokes field
29         }
30     }
31 }
32 class Program
33 {
34     static void Main()
35     {
36         Person per1 = new Person("John Smith", true);//make person 1
37         //line below makes person 2 using named arguments
38         //so that the order in which they are written does not matter
39         Person per2 = new Person(smoker: false, fullName: "Mary Jenkins");
40         //code below gets name of first person
41         //and then displays it to the user
42         WriteLine($"Name of first person={per1.NAME}");
43         //code below gets smoker status of first person
44         //and then displays it to the user
45         WriteLine($"Smoker status of first person={per1.SMOKES}");
46     }
47 }
48
49
```