```csharp
 1  using static System.Console;//needed for WriteLine
 2  public class Troll
 3  {
 4      //tuple to represent a troll object
 5      private (string firstName, string lastName, int? age) fullNameAge;
 6      public Troll((string, string, int?) firstLastAge)
 7      {
 8          fullNameAge = firstLastAge;//this sets the value of the tuple
 9      }
10      public (string, string, int?) FullNameAge
11      {
12          get => fullNameAge;//gets value of tuple back to calling code
13          set => fullNameAge = value;//sets value of tuple for each troll object
14      }
15      public int Age
16      {
17          set => fullNameAge.age = value;//sets only the age component of the tuple
18      }
19  }
20  class Program
21  {
22      static void Main()
23      {
24          Troll tr = new Troll(("Bob", "Jones", 45));//make sure this line has the tuple
25          WriteLine(tr.FullNameAge);//write value of property to screen
26          //change the first name, it's going to keep the last name use Item2,
27          //age will be set to nothing using the null keyword
28          tr.FullNameAge = ("Bobby",tr.FullNameAge.Item2,null);
29          WriteLine(tr.FullNameAge);//write value of property to screen
30          tr.Age = 56;
31          WriteLine(tr.FullNameAge);//write value of property to screen
32      }
33  }
```