```
1 using System;
2 using System.Collections.Generic;
 3 using System.Linq;
4 using System.Text;
 5 using System.Threading.Tasks;
 7 namespace SportsProBLLClassLibrary
 8
   {
9
       public class Incident
10
       {
11
            //Private variables
12
            private int incidentID;
13
14
            private int customerID;
15
            private string productCode;
            private int? techID;
16
17
            private DateTime dateOpened;
18
            private DateTime? dateClosed;
19
            private string title;
20
            private string description;
21
22
23
24
            //Property Methods
            public int IncidentID
25
26
27
                get { return incidentID; }
28
                set { incidentID = value; }
29
            }
30
31
            public int CustomerID
32
            {
33
                get { return customerID; }
34
                set { customerID = value; }
35
            }
36
37
            public string ProductCode
38
            {
                get { return productCode; }
39
40
                set { productCode = value; }
41
            }
42
43
            public int? TechID
44
45
                get
46
                {
47
                    if (techID.HasValue)
48
                        return techID;
49
                    else
```

```
...nment3ShawnDominguez\SportsProBLLClassLibrary\Incident.cs
```

```
2
```

```
50
                        return null;
51
52
                set { techID = value; }
53
            }
54
55
            public DateTime DateOpened
56
57
                get { return dateOpened; }
                set { dateOpened = value; }
58
59
            }
60
            public DateTime? DateClosed
62
63
                get { if (dateClosed.HasValue)
                        return dateClosed;
64
65
                      else
66
                        return null;
67
68
                set { dateClosed = value; }
69
            }
70
71
            public string Title
72
73
                get { return title; }
74
                set { title = value; }
75
            }
76
77
            public string Description
78
79
                get { return description; }
                set { description = value; }
80
81
            }
82
83
            //Constructor Method for initial values.
            public Incident()
84
85
            {
86
87
            }
88
        }
89 }
90
```