```csharp
1   using System;
2   using System.Collections.Generic;
3   using System.Linq;
4   using System.Text;
5   using System.Threading.Tasks;
6
7   namespace SportsProBLLClassLibrary
8   {
9       public class Technician
10      {
11          //Private variables from Technician Table
12          private int techID;
13          private string techName;
14          private string techEmail;
15          private string techPhone;
16
17          //Property Methods
18          public int TechID
19          {
20              get { return techID; }
21              set { techID = value; }
22          }
23
24          public string TechName
25          {
26              get { return techName; }
27              set { techName = value; }
28          }
29
30          public string TechEmail
31          {
32              get { return techEmail; }
33              set { techEmail = value; }
34          }
35
36          public string TechPhone
37          {
38              get { return techPhone; }
39              set { techPhone = value; }
40          }
41
42          //Constructor methods for initial values.
43          public Technician()
44          {
45
46          }
47      }
48  }
49
```