Code

```
public partial class Page1 : Page
{
    public Page1()
    {
        if (DateTime.Now.Ticks % 10 == 0)
            _value = "Test";
        Debug.WriteLine($"The value is {_value}");
    }
    ~Page1()
    {
        if (_value.Equals("Test"))
            _value = string.Empty;
        Debug.WriteLine($"The value is {_value}");
    }
}
```

Possible Outputs

Case #	_value	DateTime.Now.Ticks	% 10 == 0	Output
01	null	638321161892240791	false	Exception: _value is null
02	null	638321161892240670	true	Exception: _value is null
03	string.Empty	638321161892240835	false	The value is The value is
04	string.Empty	839328161852240770	true	The value is Test The value is
05	"anything"	437321961896244886	false	The value is anything The value is anything
06	"anything"	134328161859240000	true	The value is Test The value is

Explanation

- **Case 01 and 02**

  If the **_value** is null, then regardless of the **DateTime.Now.Ticks**, accessing the **_value.Equals** in the destructor causes the Exception.

- **Case 03 and 05**

  If the **_value** is initialized with some value, and **DateTime.Now.Ticks** is not divisible by **10** i.e. **DateTime.Now.Ticks % 10 == 0** is false, then the output is as listed in the table.

- **Case 04 and 06**

  If the **_value** is initialized with some value, and **DateTime.Now.Ticks** is indeed divisible by **10** i.e. **DateTime.Now.Ticks % 10 == 0** is true, then the output is as listed in the table.