CREATING A DIFFERENT CLASS FROM THE MAIN ONE:

namespace Draft  
{  
    public class Cat  
    {  
  
        public string Name { get; set; }  
  
        public string Color { get; set; }  
  
        public int Age { get; set; }  
  
        public bool IsAsleep { get; set; }  
  
    }  
}

MAKING VARIABLES, USING THE CLASS CAT;

var firstCat = new Cat();  
var secondCat = new Cat();  
var thirdCat = new Cat();  
firstCat.Name = "Ivan";  
secondCat.Name = "Adriana";  
thirdCat.Name = "Alisia";  
  
firstCat.Color = "blue";  
firstCat.Age = 18;  
secondCat.IsAsleep = false;

USING LISTS AND CLASSES:  
  
var cats = new List<Cat>();  
  
for (int i = 0; i < 10; i++)  
  {  
    var currentCat = new Cat();  
    currentCat.Name = "Cat " + i.ToString();  
    currentCat.Age = i % 10;  
    currentCat.Color = "black";  
    currentCat.IsAsleep = false;  
  
   cats.Add(currentCat);  
  }  
  
   Console.WriteLine(cats[9].IsAsleep);

SHORTER METHOD FOR INITIATING VARIABLE:

var fourthCat = new Cat  
{  
   Name = "Romina",  
   Age = 21,  
   Color = "red",  
   IsAsleep = true  
};

USING A METHOD IN THE SECOND CLASS:

namespace Draft  
{

public class Cat  
{  
  
public string SayHello()  
{  
if (IsAsleep)  
 {  
    return "I am sleeping, ask me later!";  
 }  
else  
 {  
    return $"Hi, I am {Name} and I am {Age} years old. \nAlso, my color is {Color}!!!";  
 }  
}  
  
public void GoToSleep()  
{  
   IsAsleep = true;  
}  
  
public void Awake()  
 {  
   IsAsleep = false;  
 }   
 }  
}

USING DATETIME BUILT-IN METHOD:

var dateAsString = Console.ReadLine();  
var date = DateTime.ParseExact(dateAsString, "d/M/yyyy", CultureInfo.InvariantCulture);  
  
Console.WriteLine(date.Date);

var today = DateTime.Now;  
  
Console.WriteLine(today);

var date = DateTime.Now;  
Console.WriteLine(date.AddDays(3));

Console.WriteLine(date.AddDays(-3)); goes 3 days behind;

CREATING STATIC METHODS IN THE SECOND CLASS (static means that it is not necessary to create an object to invoke this class . We call this method with Cat.StathicMethod()…the same case as Console.ReadLine()…):

namespace

{

public class Cat

{

public static string StathicMethod()

{

return “From static method”;

}

}

}

USING THE RANDOM METHOD:

var random = new Random();  
  
for (int i = 0; i < 10; i++)  
{  
    Console.WriteLine(random.Next(2, 7));  
}

DOWNLOADING FILES FROM THE INTERNET:

using System.Net; // - required  
using System.Diagnostics; // - required

var newFile = new WebClient();  
newFile.DownloadFile("https://softuni.bg/downloads/svn/soft-tech/Jan-2017/Programming-Fundamentals-Jan-2017/08. Programming-Fundamentals-Files-Directories-and-Exceptions/08. Programming-Fundamentals-Files-Directories-and-Exceptions-Lab.docx", "thisFile.docx");

if (File.Exists("thisFile.docx"))  
{  
   Process.Start("thisFile.docx");  
}