```csharp
 1  using System;
 2
 3  namespace HelloWorld
 4  {
 5      public class Message
 6      {
 7          private string _text;
 8          public Message(string text)
 9          {
10              _text = text;
11          }
12
13          public void Print()
14          {
15              Console.WriteLine(_text);
16          }
17      }
18  }
19
20
```
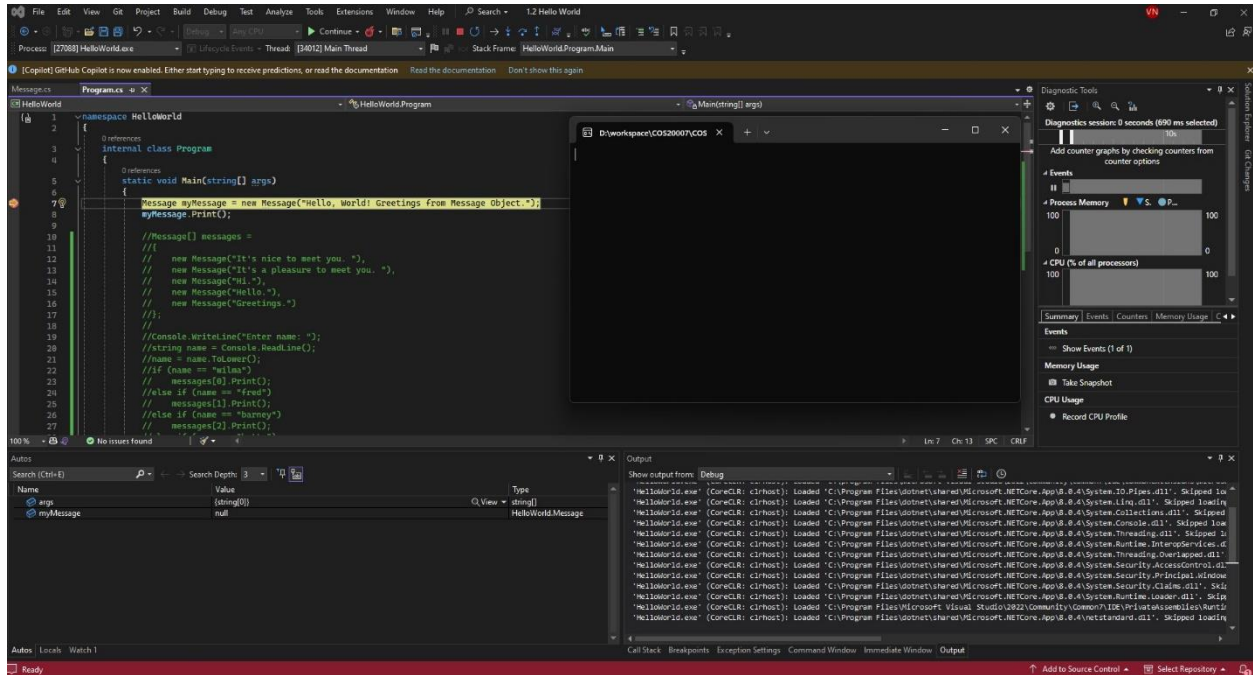
```csharp
1  namespace HelloWorld
2  {
3      internal class Program
4      {
5          static void Main(string[] args)
6          {
7              Message myMessage = new Message("Hello, World! Greetings from  ⮡
                 Message Object.");
8              myMessage.Print();
9
10             Message[] messages =
11             {
12                 new Message("It's nice to meet you. "),
13                 new Message("It's a pleasure to meet you. "),
14                 new Message("Hi."),
15                 new Message("Hello."),
16                 new Message("Greetings.")
17             };
18
19             Console.WriteLine("Enter name: ");
20             string name = Console.ReadLine();
21             name = name.ToLower();
22             if (name == "wilma")
23                 messages[0].Print();
24             else if (name == "fred")
25                 messages[1].Print();
26             else if (name == "barney")
27                 messages[2].Print();
28             else if (name == "betty")
29                 messages[3].Print();
30             else
31                 messages[4].Print();
32         }
33     }
34 }
35
```

Breakpoint

Output:


```
Hello, World! Greetings from Message Object.
Enter name:
wilma
It's nice to meet you.
```



```
Hello, World! Greetings from Message Object.
Enter name:
fred
It's a pleasure to meet you.
```



```
Hello, World! Greetings from Message Object.
Enter name:
barney
Hi.
```



```
Hello, World! Greetings from Message Object.
Enter name:
betty
Hello.
```

```
Hello, World! Greetings from Message Object.
Enter name:
sen
Greetings.
```