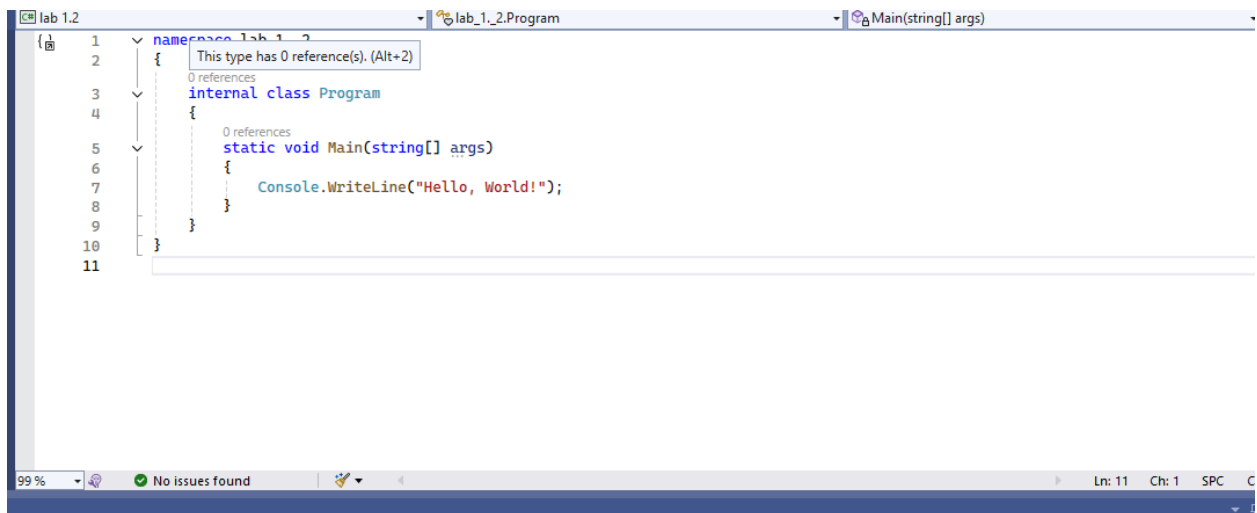


2.



```
1 namespace lab_1_2
2 {
3     internal class Program
4     {
5         static void Main(string[] args)
6         {
7             Console.WriteLine("Hello, World!");
8         }
9     }
10 }
11
```

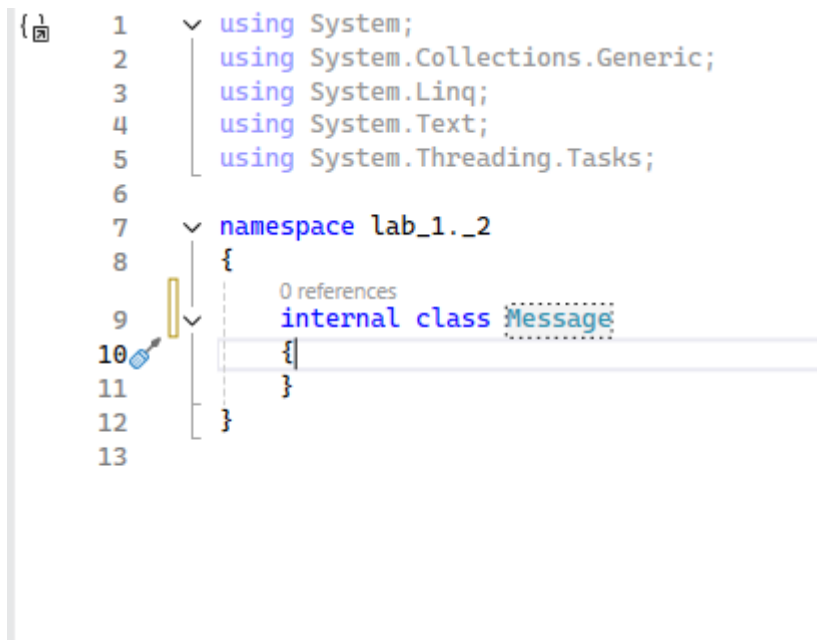
lab 1.2 | lab_1_2.Program | Main(string[] args)

This type has 0 reference(s). (Alt+2)

0 references

99 % | No issues found | Ln: 11 | Ch: 1 | SPC

4.



```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace lab_1_2
8 {
9     internal class Message
10     {
11     }
12 }
13
```

5.

```
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6
7  namespace lab_1._2
8  {
9      0 references
10     internal class Message
11     {
12         private string _text;
13     }
14
```

6.

```
6
7  namespace lab_1._2
8  {
9      1 reference
10     internal class Message
11     {
12         private string _text;
13         0 references
14         public Message(string text)
15         {
16             _text = text;
17         }
18     }
19
```

7.

```
6
7  namespace lab_1._2
8  {
9      1 reference
10     internal class Message
11     {
12         private string _text;
13         0 references
14         public Message(string text)
15         {
16             _text = text;
17         }
18         0 references
19         public void Print()
20         { Console.WriteLine(_text); }
21     }
```

11.

```
1  namespace lab_1._2
2  {
3      0 references
4      internal class Program
5      {
6          0 references
7          static void Main(string[] args)
8          {
9              Message myMessage = new Message("Hello, World! Greeting from Message Object.");
10         }
11     }
```

13.

