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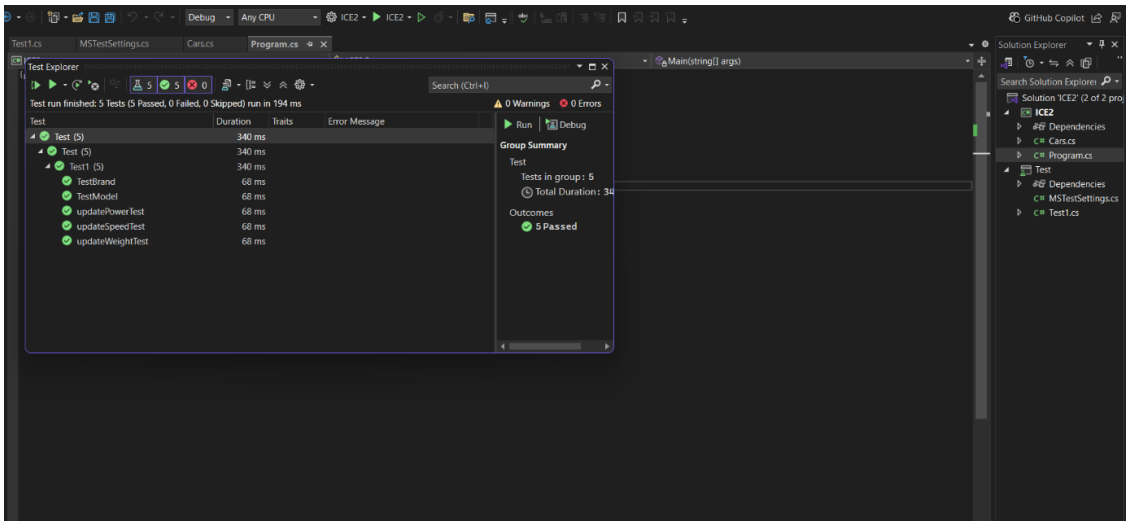
# Part 1



```
8 references
public object this[int index]
{
    get
    {
        if (index == 0)
            return this.carPower;
        else if (index == 1)
            return this.carWeight;
        else if (index == 2)
            return this.carSpeed;
        else if (index == 3)
            return this.carModel;
        else if (index == 4)
            return this.carBrand;
        return null;
    }
    set
    {
        if (index == 0)
            this.carPower = (int)value;
        else if (index == 1)
            this.carWeight = (int)value;
        else if (index == 2)
            this.carSpeed = (int)value;
        else if (index == 3)
            this.carModel = (string)value;
        else if (index == 4)
            this.carBrand = (string)value;
    }
}
0 references
public object this[string attrName]
{
    get
    {
        if (attrName == "power")
            return this.carPower;
        else if (attrName == "weight")
            return this.carWeight;
        else if (attrName == "speed")
            return this.carSpeed;
        else if (attrName == "model")
            return this.carModel;
        else if (attrName == "brand")
            return this.carBrand;
        return null;
    }
    set
    {
        if (attrName.ToLower().Equals("power"))
            this.carPower = (int)value;
        else if (attrName.ToLower().Equals("weight"))
            this.carWeight = (int)value;
        else if (attrName.ToLower().Equals("speed"))
            this.carSpeed = (int)value;
        else if (attrName.ToLower().Equals("model"))
            this.carModel = (string)value;
        else if (attrName.ToLower().Equals("brand"))
            this.carBrand = (string)value;
    }
}
```

```
namespace Test
{
    [TestClass]
    0 references
    public sealed class Test1
    {
        [TestMethod]
        0 references
        public void updatePowerTest()
        {
            Cars car = new Cars(300, 786, 340, "AMD Valkyrie", "Austin Martin");
            car[0] = 500;
            Assert.AreEqual(car[0], 500);

        }

        [TestMethod]
        0 references
        public void updateSpeedTest()
        {
            Cars car = new Cars(300, 786, 340, "AMD Valkyrie", "Austin Martin");
            car[2] = 400;
            Assert.AreEqual(car[2], 400);
        }

        [TestMethod]
        0 references
        public void updateWeightTest()
        {
            Cars car = new Cars(300, 786, 340, "AMD Valkyrie", "Austin Martin");
            car[1] = 1000;
            Assert.AreEqual(car[1], 1000);
        }

        [TestMethod]
        0 references
        public void TestModel()
        {
            Cars car = new Cars(300, 786, 340, "AMD Valkyrie", "Austin Martin");
            Assert.AreEqual(car[3], "AMD Valkyrie");
        }
        [TestMethod]
        0 references
        public void TestBrand()
        {
            Cars car = new Cars(300, 786, 340, "AMD Valkyrie", "Austin Martin");
            Assert.AreEqual(car[4], "Austin Martin");
        }
    }
}
```

# Part 2

```
namespace ICE2Indexers
{
    0 references
    public class Program
    {
        0 references
        static void Main(string[] args)
        {
            Pokemon Delta = new Pokemon("Metapod", "Bug", "Shed Skin", "Rock, Fire, Flying", 21.8, 2.04);

            Console.WriteLine("---------Pokemon----------");

            Console.WriteLine("Pokemon name: " + Delta[0]);
            Console.WriteLine("Pokemon type: " + Delta[1]);
            Console.WriteLine("Pokemon ability: " + Delta[2]);
            Console.WriteLine("Pokemon weaknesses: " + Delta[3]);
            Console.WriteLine("Pokemon weight: " + Delta[4] + " lbs");
            Console.WriteLine("Pokemon height: " + Delta[5] + " ft");
            Console.WriteLine("--------------------------");


            Pokemon Bazar = new Pokemon("Machamp", "Fighting", "Guts", "Psychic, Flying, Fairy", 286.6, 5.03);

            Console.WriteLine("---------Pokemon----------");

            Console.WriteLine("Pokemon name: " + Delta[0]);
            Console.WriteLine("Pokemon type: " + Delta[1]);
            Console.WriteLine("Pokemon ability: " + Delta[2]);
            Console.WriteLine("Pokemon weaknesses: " + Delta[3]);
            Console.WriteLine("Pokemon weight: " + Delta[4] + " lbs");
            Console.WriteLine("Pokemon height: " + Delta[5] + " ft");
            Console.WriteLine("--------------------------");

        }
    }
}
```