Challenge 2: Implement the Complete Student Class

Can you implement the Student class using the concepts of encapsulation? A solution is placed in the "solution" section to help you, but we suggest you try to solve it on your own first.

Problem Statement

You are given a `Student` class in the editor. Your task is to declare two fields:

- `string _name`
- `string _rollNumber`

and implement properties for these fields:
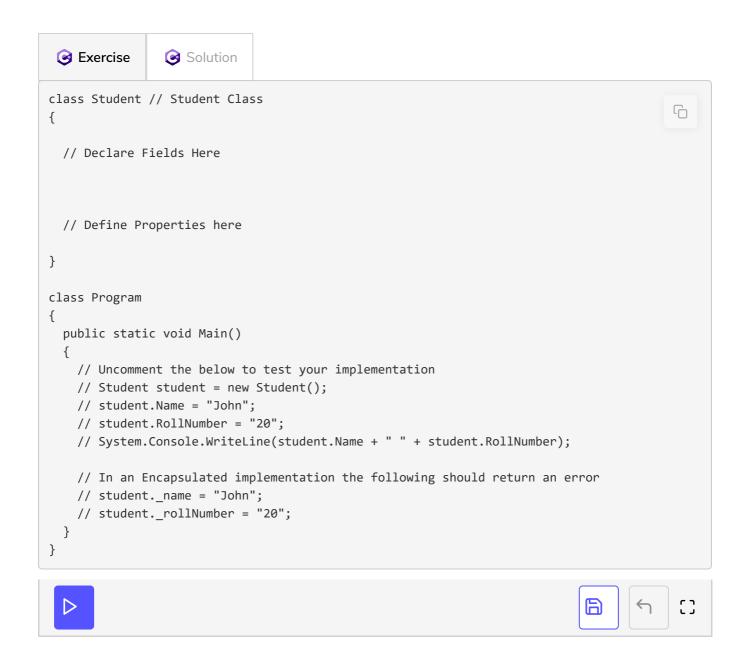
- `Name`
- `RollNumber`

Implement this class according to the rules of **encapsulation**.

> There is no need to add `constructor` in this class. The fields should be set using the *properties* defined in the class.

Coding Exercise

First, take a close look and design a step-by-step algorithm before jumping to the implementation. This problem is designed for you to practice, so try to solve it on your own. If you get stuck, you can always refer to the solution provided in the solution review.

Good luck!

```
class Student // Student Class
{

  // Declare Fields Here



  // Define Properties here

}

class Program
{
  public static void Main()
  {
    // Uncomment the below to test your implementation
    // Student student = new Student();
    // student.Name = "John";
    // student.RollNumber = "20";
    // System.Console.WriteLine(student.Name + " " + student.RollNumber);

    // In an Encapsulated implementation the following should return an error
    // student._name = "John";
    // student._rollNumber = "20";
  }
}
```

The solution will be explained in the next lesson.