Answer 1:

Code:

using System;

namespace ConsoleApp2

{

public class FacebookAcc

{

class FaceBookAcc

{

private string password;

public string Pass

{

get

{

return this.password;

}

set

{

this.password = value;

}

}

}

class Program

{

static void Main(string[] args)

{

FaceBookAcc fb = new FaceBookAcc();

fb.Pass = "areeb123";

Console.WriteLine(fb.Pass);

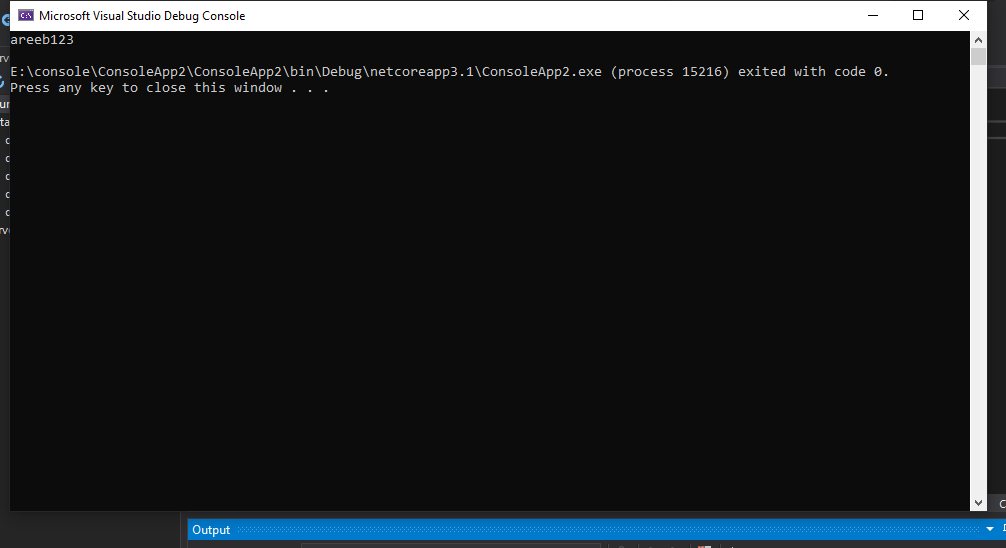
}

}

}

}

Output:



Answer 2:

Code:

using System;

namespace ConsoleApp2

{

public class FacebookAcc

{

class FaceBookAcc

{

bool flag = true;

private string password;

public string Pass

{

set

{

if (value == null || value =="" )

{

flag = false;

Console.WriteLine("null");

}

else

{

this.password = value;

Console.WriteLine(password);

flag = true;

}

}

get

{

return this.password;

}

}

}

class Program

{

static void Main(string[] args)

{

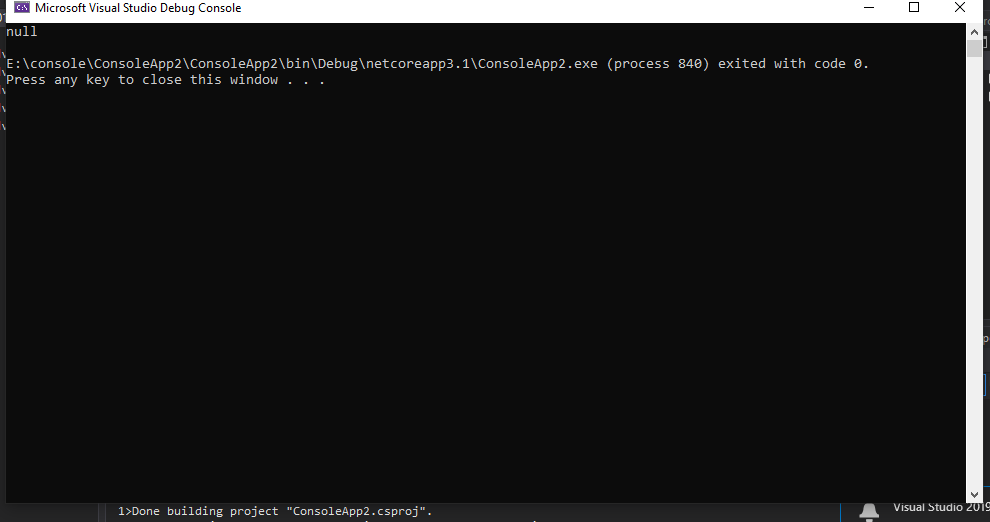
FaceBookAcc fb = new FaceBookAcc();

fb.Pass = "";

}

}

Output:



Answer 3:

Code:

using System;

namespace Facebook

{

public class FaceBookAcc

{

public string Password;

public string password

{

set

{

this.Password = value;

}

}

}

class Program

{

static void Main(string[] args)

{

FaceBookAcc fb = new FaceBookAcc();

fb.password = "areeb123" + fb.Password;

Console.WriteLine("Value is assigned but can never be accessed!!!!!");

Console.ReadKey();

}

}

}Output:

