

Accessor Property

- In C#, properties are nothing but a natural extension of data fields.
- They are usually known as 'smart fields' in C# community.
- Usually, inside a class, we declare a data field as private and will provide a set of public SET and GET methods to access the data fields.
- This is a good programming practice since the data fields are not directly accessible outside the class. We must use the set/get methods to access the data fields.
- The accessor of a property contains the executable statements that helps in getting (reading or computing) or setting (writing) the property.
- The accessor declarations can contain a get accessor, a set accessor, or both.

Below application demonstrates use of get and set property in MarvellousBook class

```
using System;
using System.Text;
class MarvellousBook
   private string name = "not known";
  private int price = 0;
  // Declare a Name property of type string:
  public string Name
   {
     get
      {
        return name;
     }
     set
        name = value;
   }
  // Declare a Price property of type int
   public int Price
     get
        return price;
     }
     set
     {
        price = value;
   }
```



```
// Override the method from Object class
  public override string ToString()
     return "Book name = " + Name +", Price = " + Price;
}
class Marvellous
{
     static void Main(string[] args)
        MarvellousBook s1 = new MarvellousBook();
        s1.Name = "Windows Internals";
        s1.Price = 900;
        Console.WriteLine("Book Info: {0}", s1);
        s1.Price += 100;
        Console.WriteLine("Book Info: {0}", s1);
       MarvellousBook s2 = new MarvellousBook();
       s2.Name = "Angular Web Development";
        s2.Price = 750;
        Console.WriteLine("Book Info: {0}", s2);
        s2.Price -= 50;
        Console.WriteLine("Book Info: {0}", s2);
     }
  }
```