namespace Hello\_World.Controllers

{

public class Future

{

Future[] future = new Future[]

{

new Future { FutureID = 1, FutureName = "Product 1", FutureCategory= "Category 1", Price = 120 },

new Future { FutureID = 2, FutureName = "Product 2", FutureCategory= "Category 1", Price = 100 },

new Future { FutureID = 3, FutureName = "Product 3", FutureCategory= "Category 2", Price = 150 },

new Future { FutureID = 4, FutureName = "Product 4", FutureCategory= "Category 3", Price = 90 }

};

public IEnumerable<Future> GetProducts()

{

return future;

}

public int FutureID { get; set; }

public string FutureName { get; set; }

public string FutureCategory { get; set; }

public int Price { get; set; }

};

}