Инспекция кода

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| |  | | --- | | class Human | |  | { | |  | public string Name; | |  | public byte Age; | |  | // Устанавливаем параметры | |  | public Human(string n, byte a) | |  | { | |  | Name = n; | |  | Age = a; | |  | } | |  | public ~Human() | |  | { | |  | Console.WriteLine("Object was destroyed"); | |  | } | |  | public void GetInfo() | |  | { | |  | Console.WriteLine("Name: {0}\nAge: {1}", Name, Age); | |  | } | |  | static void hello() | |  | { | |  | Console.WriteLine(“Hello, world!”); | |  | } | |  | } | | hello переименовать на Hello. |