

# Review

Congrats! You've finished a lot of content and some of the most important concepts in C#. When someone asks you, "How do I make a custom data type in C#?" you can talk all about it! In this lesson, you learned how to:

Define a *class*

Instantiate an *object* using `new`

Define *fields*, the pieces of data for each class

Define *properties*, the spokespeople for each field

Define *automatic properties*, the shorthand for making properties

Define *methods*, the actions a class can take

Define *constructors*, the special methods called when a class is instantiated

Overload *constructors* and reuse code with `this`

Control access to class members using `public` and `private`

## ☒ Instructions

1.

Try out your complete `Forest` class in `Main()` !

Instantiate a new object with the name `"Amazon"` . Store the result in a variable.

Print the `Trees` property to the console.

Call the `Grow()` method.

Print the `Trees` property again to the console to confirm that the `Grow()` method works.

Hint



If we were using a `Recipe` class, we could instantiate a new object with:

```
Recipe r = new Recipe("Lamb Vindaloo");
```

