

Given the `SpaceInvader` class, what is `Speed`?

```
class SpaceInvader
{
    public SpaceInvader()
    {
        this.Speed = 5;
    }

    public bool IsMothership
    { get; set; }

    public int Speed
    { get; set; }
}
```

A constructor

A field

A method

A property



Correct!

Continue