Given the **Unicorn** class, which line in **Main()** will cause an error?

```
class Program {
  public static void Main (string[] args) {
    Unicorn u = new Unicorn();
    Console.WriteLine(u.HornLength);
    u.HornLength = 5;
    int len = u.HornLength;
  }
}

class Unicorn
{
  public int HornLength
  { get; private set; }
}
```

```
Unicorn u = new Unicorn();
```

```
int len = u.HornLength;
```

```
Console.WriteLine(u.HornLength);
```

```
u.HornLength = 5;
```

👏 Correct! The **set** method for **HornLength** is private, so it cannot be accessed by other classes.

Continue