

Automatic Properties

It might have felt tedious to write the same getter and setter for the `Name` and `Trees` properties. C# has a solution for that! The basic getter and setter pattern is so common that there is a short-hand called an *automatic property*. As a reminder, here's the basic pattern for an imaginary size property:

```
public string size;
public string Size
{
    get { return size; }
    set { size = value; }
}
```

This pattern can be written as an *automatic property*:

```
public string Size
{ get; set; }
```

In this form, you don't have to write out the `get()` and `set()` methods, and you don't have to define a `size` field at all! A hidden field is defined in the background for us. All we have to worry about is the `Size` property.

☒ Instructions

1.

Replace the current `name` field and `Name` property with an automatic `Name` property.

Hint



Define an automatic property `CookTime` like:

```
public double CookTime
{ get; set; }
```

2.

Replace the current `trees` field and `Trees` property with an automatic `Trees` property.

Hint



Define an automatic property `CookTime` like:

```
public double CookTime  
{ get; set; }
```