

Module

Classes

Classes

```
public static void Run()
{
    string car1Color = "red";
    int car1Weight = 1300;
    Console.WriteLine($"The color of car1 is {car1Color} and the weight is {car1Weight}");

    string car2Color = "blue";
    int car2Weight = 800;

    Console.WriteLine($"The color of car2 is {car2Color} and the weight is {car2Weight}");
}
```

Classes

```
class Car
{
    private string _color;

    public void SetColor(string x)
    {
        _color = x;
    }

    public string GetColor()
    {
        return _color;
    }
}

public static void Run()
{
    var c1 = new Car();

    c1.SetColor("blue");

    Console.WriteLine($"The color of car1 is {c1.GetColor()}");

    var c2 = new Car();
    var c3 = new Car();

    c2.SetColor("red");

    Console.WriteLine($"The color of car2 is {c2.GetColor()}");
    Console.WriteLine($"The color of car3 is {c3.GetColor()}");
}
```

Classes

```
class Car
{
    public int Weight { get; }
    public string Color { get; }

    public Car(string c, int w)
    {
        Color = c;
        Weight = w;
    }

    public Car()
    {
        Color = "pink";
        Weight = 999;
    }
}
```