15.Properties

1. Write a program on   illustrating the read-only property by taking as class Employee in c#

2. Write a program on both read and write property using get and set accessories in c#

3. Create a class with name **EmployeeModel** with 5 properties EmpId int, EmpName string, EmailId string, Salary float, IsEmployeeActive bool

4. Create an object for the above **EmployeeModel** and assign the values to all properties and print each property on console

5. Create another object for the above **EmployeeModel** and assign different values to all properties and print each property on console