

11.Class - Introduction

1. Construct a class using any methods for employee details using its parameters and print Output.
2. Write a program using overloading class constructor.
3. Create a Car class with three class members and two fields and one method in c#
4. Create an object of the Car class, with the name myObj. Then we print the value of the fields color and maxSpeed.
5. Write a program on creating multiple objects of one class in c#