

```
1 namespace HelloWorld
2 {
3     internal class Program
4     {
5         static void Main(string[] args)
6         {
7             Message myMessage = new Message("Hello, World! Greetings from
8                 Message Object.");
9
10            myMessage.Print();
11
12            List<Message> messages = new List<Message>();
13            messages.Add(new Message("Hi Jayden, how are you?")); // First Greeting
14            messages.Add(new Message("Hi Enoch, how are you?")); // Second Greeting
15            messages.Add(new Message("Hi Joel, how are you?")); // Third Greeting
16            messages.Add(new Message("Hi Eric, how are you?")); // Fourth Greeting
17            messages.Add(new Message("Welcome, nice to meet you")); // Standard Greeting
18
19            Console.WriteLine("Enter name: ");
20            string name = Console.ReadLine();
21
22            if (name.ToLower() == "jayden")
23            {
24                messages[0].Print();
25            }
26            else if (name.ToLower() == "enoch")
27            {
28                messages[1].Print();
29            }
30            else if (name.ToLower() == "joel")
31            {
32                messages[2].Print();
33            }
34            else if (name.ToLower() == "eric")
35            {
36                messages[3].Print();
37            }
38            else
39            {
40                messages[4].Print();
41            }
42        }
43 }
```