1. Create a new Visual Studio solution using the blank template option under C:\OED\Dotnetland\VS2019\LearnGit
2. Create the following solution folders
   1. Class projects
      1. Add a new C# .NET Core class project
   2. Unit test projects
      1. Add a new C# .NET Core test project
3. Under Class projects, in the class project created above
   1. Add a new folder named Interfaces
      1. Add a new Interface named IBase
      2. Add the code below after the namespace, between the Bob Hope brackets
   2. Add a new folder named Classes
      1. Add a new class named Person
      2. Add the code below after the namespace, between the Bob Hope brackets
         1. You will need to add a using statement to the Interface namespace
4. Login to your personal GitHub account
   1. Create a new repository, name it learn-git
   2. Copy the url from your browser’s address bar into notepad
5. In Visual Studio, from the menu select Git then Create Git Repository
   1. Click Existing repository
   2. Make sure Local path is under C:\OED\Dotnetland\VS2019\LearnGit
   3. From notepad, paste in the url into Rempte URL
   4. Click Create and Push
   5. Next to About, click the gear, enter a short description
   6. Save changes

https://github.com/karenpayneoregon/learn-git

**IBase interface**

public interface IBase

{

    public int Id { get; }

}

**Person class**

Replace BaseNetCoreClassProject1 with your project namespace

using BaseNetCoreClassProject1.Interfaces;

namespace BaseNetCoreClassProject1.Classes

{

    public class Person : IBase

    {

        public int Identifier { get; set; }

        public int Id => Identifier;

        public string FirstName { get; set; }

        public string LastName { get; set; }

        public override string ToString() => $"{Id,-5}{FirstName} {LastName}";

    }

}