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### **Problem Statement: Managing Student Information with Properties**

**Develop a C# program to manage student information using properties. The program should allow users to create instances of a Student class, set and retrieve various attributes such as name, age, and grade using properties, and display the information.**

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace Exp_5
{
    public class Student
    {
        // Properties
        public string Name { get; set; }
        public int Age { get; set; }
        public char Grade { get; set; }

        // Constructors
        public Student()
        {
            // Default constructor
        }

        public Student(string name, int age, char grade)
        {
            Name = name;
            Age = age;
            Grade = grade;
        }
    }

    class Program
    {
        static void Main(string[] args)
        {
            Student student = new Student();

            Console.Write("Enter Student's name: ");
            student.Name = Console.ReadLine();
```

```

        Console.WriteLine("Enter Student's age: ");
        student.Age = Convert.ToInt32(Console.ReadLine());

        Console.WriteLine("Enter Student's grade: ");
        student.Grade = Convert.ToChar(Console.ReadLine());

        Console.WriteLine("\n*--*--*--Student Information:--*--
*--*");

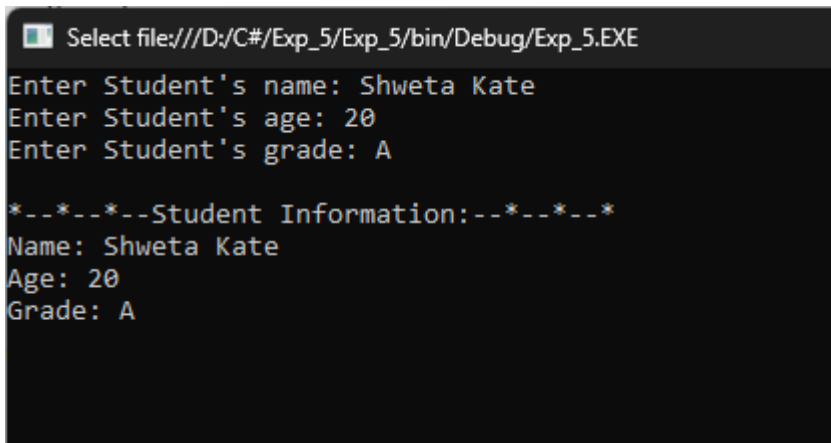
        Console.WriteLine("Name: " + student.Name);
        Console.WriteLine("Age: " + student.Age);
        Console.WriteLine("Grade: " + student.Grade);

        Console.ReadLine();

    }
}

```

## Output:



```

Select file:///D:/C#/Exp_5/Exp_5/bin/Debug/Exp_5.EXE
Enter Student's name: Shweta Kate
Enter Student's age: 20
Enter Student's grade: A

*--*--*--Student Information:--*--*--*
Name: Shweta Kate
Age: 20
Grade: A

```