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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 Effectiveness\_Application

{

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)

{

// Create an instance of the Student class

Student student = new Student();

// Prompt user for student information

Console.Write("Enter Student's name: ");

student.Name = Console.ReadLine();

Console.Write("Enter Student's age: ");

student.Age = Convert.ToInt32(Console.ReadLine());

Console.Write("Enter Student's grade: ");

student.Grade = Convert.ToChar(Console.ReadLine());

// Display student information

Console.WriteLine("\nStudent Information:");

Console.WriteLine("\nName: " + student.Name);

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

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

// Keep the console window open

Console.ReadLine();

}

}

}

**Output:**

