
Hands on Labs

1. Open Program.cs

- **Code in Program.cs**
 - Read the values of Number1 and Number2 from the Console
 - Store the values of Number1 and Number2 inside the SwapData object 'Obj'
- **Code in SwapData.cs**
 - Add set and get properties
 - Write the logic for SwapValues() method
 - Write the logic for DisplayValues() method
- *Use CustomConsole class to read data from the console*