using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp30

{

class Account

{

private int \_balance;

public int Balance

{

get { return \_balance; }

set { \_balance = value; }

}

public void Display()

{

Console.WriteLine(\_balance);

}

}

class Program

{

static void Main(string[] args)

{

Account objacc = new Account();

objacc.Balance = 100000;

objacc.Display();

Console.Read();

}

}

}

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp30\_proeprties

{

class Account

{

public int accid = 0;

private decimal balance = 0;

public string accname = string.Empty;

public void DisplayDetails()

{

Console.WriteLine("accid" + accid);

Console.WriteLine("accountame" + accname);

//Console.WriteLine("balance"+balance);

}

public void setbalance(decimal amount)

{

balance = balance + amount;

}

public void getbalance()

{

Console.WriteLine("balance is:"+balance);

}

}

class Program

{

static void Main(string[] args)

{

Account objAccount = new Account();

objAccount.accid = 1000;

objAccount.accname = "sbikevin";

objAccount.setbalance(5000);

objAccount.DisplayDetails();

objAccount.getbalance();

objAccount.DisplayDetails();

Console.Read();

}

}

}