Message.cs code

```csharp
using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;


namespace _1._2P

{

    internal class Message

    {

        private string _text;


        public Message(string text)

        {

            _text = text;

        }
        public void Print()

        {

            Console.WriteLine(_text);

        }

    }

}


Program.cs

namespace _1._2P

{

    internal class Program

    {

        static void Main(string[] args)

        {
```

```csharp
        Message myMessage = new("Hello,World...");


myMessage.Print();


    List<Message> messages = new List<Message>();

    messages.Add(new Message("Hello,Wilma!"));

    messages.Add(new Message("Hello,Fred!"));

    messages.Add(new Message("Hello,Steve!"));

    messages.Add(new Message("Hello,Damien!"));

    messages.Add(new Message("Hello!"));


    Console.Write("Enter your name: ");


    string name = Console.ReadLine();

    if (name.ToLower() == "wilma")

    {


        messages[0].Print();

    }

    else if (name.ToLower() == "fred")

    {


        messages[1].Print();

    }

    else if (name.ToLower() == "steve")

    {


        messages[2].Print();

    }

    else if (name.ToLower() == "damien")
```
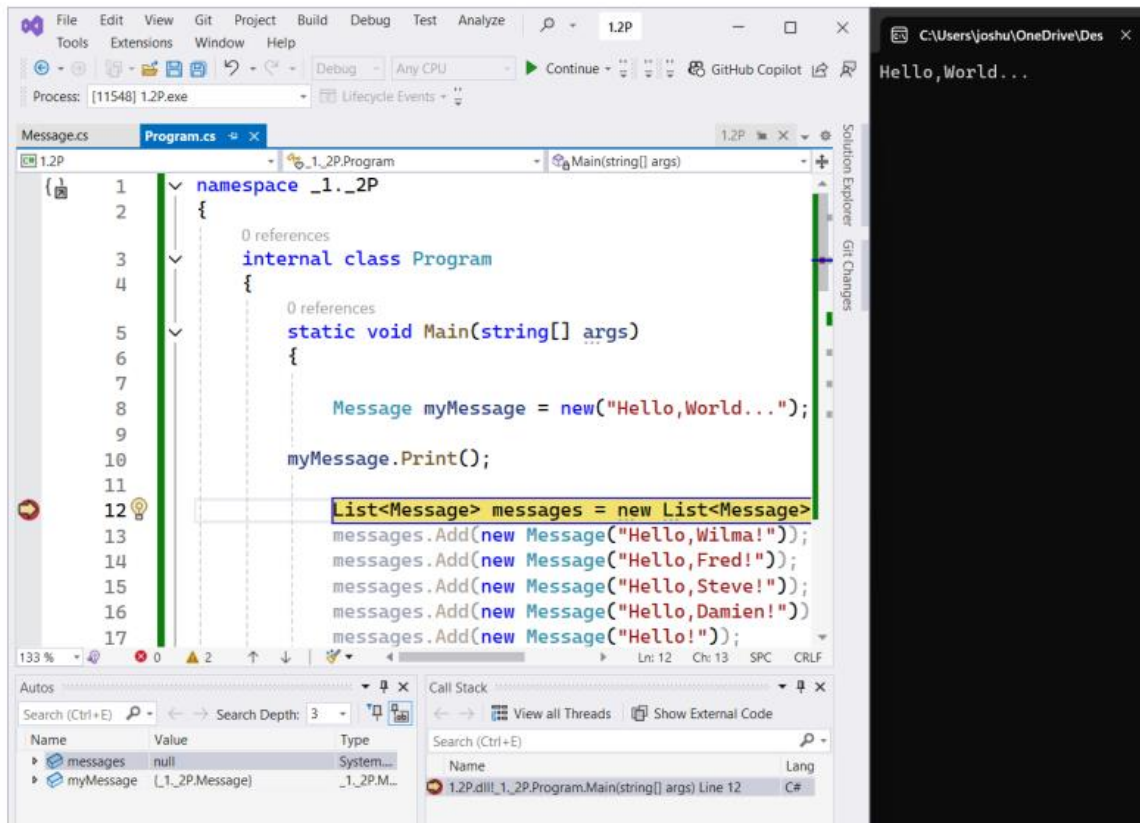
```
        {

            messages[3].Print();

        }
        else
        {

            messages[4].Print();

        }



    }
  }
}
```

Screenshot with breakpoint

Screenshot of console output