
```
using System;
```

```
namespace Caissa.Classes
```

```
{
```

```
    public class Tool
```

```
    {
```

```
        private int _id;
```

```
        public int Id
```

```
        {
```

```
            get { return _id; }
```

```
            set { _id = value; }
```

```
        }
```

```
        private string _title;
```

```
        public string Title
```

```
        {
```

```
            get { return _title; }
```

```
            set { _title = value; }
```

```
        }
```

```
        private string _description;
```

```
        public string Description
```

```
        {
```

```
            get { return _description; }
```

```
            set { _description = value; }
```

```
        }
```

```
        private bool _is_active;
```

```
        public bool IsActive
```

```
        {
```

```
            get { return _is_active; }
```

```
            set { _is_active = value; }
```

```
        }
```

```
    }
```

```
}
```