using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace ConsoleApplication18

{

public class Student

{

private int rollNo;

private float marks;

private int phymarks;

private int chemmarks;

private int biomarks;

private int mathmarks;

private int total;

private float result;

// Read-write property for roll number

public int RollNo

{

get

{

return rollNo;

}

set

{

// Validation: Roll number should be positive

if (value > 0)

rollNo = value;

else

Console.WriteLine("Invalid roll number. Roll number must be positive.");

}

}

// Read-write property for marks

public int PhyMarks

{

get

{

return phymarks;

}

set

{

phymarks = value;

}

}

public int ChemMarks

{

get

{

return chemmarks;

}

set

{

chemmarks = value;

}

}

public int BioMarks

{

get

{

return biomarks;

}

set

{

biomarks = value;

}

}

public int MathMarks

{

get

{

return mathmarks;

}

set

{

mathmarks = value;

}

}

public float Result()

{

total = phymarks + chemmarks + biomarks + mathmarks;

result = total / 4;

return result;

}

}

class Program

{

static void Main(string[] args)

{

// Create a student object

Student student = new Student();

// Set roll number and marks using properties

student.RollNo = 12;

student.PhyMarks = 75;

student.ChemMarks = 70;

student.BioMarks = 85;

student.MathMarks = 95;

// Display student details

Console.WriteLine("Roll number: " + student.RollNo);

Console.WriteLine("Result is : " + student.Result());

Console.Read();

}

}

}

