// Make a Point by setting each property manually.

Point firstPoint = new Point();

firstPoint.X = 10;

firstPoint.Y = 10;

firstPoint.DisplayStats();

// Or make a Point via a custom constructor.

Point anotherPoint = new Point(20, 20);

anotherPoint.DisplayStats();

// Here, the default constructor is called implicitly.

// Or make a Point using object init syntax.

Point finalPoint = new Point { X = 30, Y = 30 };

finalPoint.DisplayStats();

Console.ReadLine();

// Here, the default constructor is called explicitly.

Point finalPoint = new Point() { X = 30, Y = 30 };

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApplication5

{

class mydata

{

int height, width;

string shape;

public mydata(string shp,int h,int w)

{ shape = shp;

Height = h;

Width = w;

}

public int Height

{

get;

set;

}

public int Width

{

get;

set;

}

}

class Program

{

static void Main(string[] args)

{

mydata d = new mydata("tri",0,0) { Height = 50, Width = 70 };

Console.WriteLine(d.Height);

Console.WriteLine(d.Width);

Console.ReadKey();

}

}

}