**8 kyu**

**Playing with cubes I**

17884% of 127732 of1,009[Jotha](https://www.codewars.com/users/Jotha)

C#

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Create a public class called **Cube** without a constructor which gets one single private Integer variable **Side**, a getter **GetSide()** and a setter **SetSide(int num)** method for this property. Actually, getter and setter methods are not the common way to write this code in C#. In the next kata of this series, we gonna refactor the code and make it a bit more professional... Note: There's no need to check for negative values!

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public class Cube

{

public int Side;

public int GetSide()

{

return this.Side;

}

public void SetSide(int num)

{

this.Side = num;

}

public Cube()

{

}

}