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Sec 'A'beta

## Get and set accessor properties CODES:

### Task 1:

### CODE:

```
using System;

class pro
{
    private int salary =+200000;
    public int salaryac
    {
        get { return salary; }
        set { salary = value; }
    }
}

class Program
{
    static void Main(string[] args)
    {
        int a;
        pro pr = new pro();
        pr.salaryac = 24235;
        a = pr.salaryac / 100*8;

        Console.WriteLine(a);
        Console.ReadKey();
    }
}
```

## Task 2:

### CODE:

```
using System;

class factorial
{
    static double fac()
    {
        int i, num, fact = 1;

        Console.WriteLine("Enter Any Number: ");

        num = Convert.ToInt32(Console.ReadLine());

        for (i = num; i >= 1; i--)
        {
            fact = fact * i;
        }

        Console.WriteLine("\nFactorial of given Number is : " + fact);
    }

    public int faca
    {
        get { return fac; }
    }
}

class Program
{
    static void Main(string[] args)
    {
        int a;
        factorial f=new factorial();
        a = f.faca;
        Console.WriteLine(a);
    }
}
```

```
        Console.ReadKey();  
    }  
}
```

## Task 3:

### CODE:

```
using System;  
namespace Lab4  
{  
    class car  
    {  
        private string car_name;  
        private int car_paint;  
        private double car_model;  
  
        public car()  
        {  
            name = car_name;  
            paint = car_paint;  
            model = car_model;  
        }  
  
        public string name  
        {  
            get { return car_name; }  
            set { car_name = value; }  
        }  
  
        public double model  
        {  
            get { return car_model; }  
            set { car_model = value; }  
        }  
  
        public Int32 paint  
        {  
            get { return car_paint; }  
            set { car_paint = value; }  
        }  
  
        public void display()  
        {  
            Console.WriteLine("CAR Name : " + name);  
            Console.WriteLine("CAR model: " + model);  
            Console.WriteLine("PAINT : " + paint);  
        }  
    }  
}
```

```

    }

    class program
    {
        static void Main(string[] args)
        {
            car c = new car();

            Console.WriteLine("Enter car name: ");

            c.name = Console.ReadLine();

            Console.WriteLine("Enter car model: ");

            c.model = Convert.ToDouble(Console.ReadLine());

            Console.WriteLine("Enter car paint: ");

            c.paint = Convert.ToInt32(Console.ReadLine());

            c.display();
            Console.WriteLine(" ");
        }
    }
}

```

## Task 4:

### CODE:

```

using System;

class Rectangle
{
    private double field_length = 1;
    private double field_width = 1;

    public Rectangle(double Length, double Width)
    {
        length = Length;
    }
}

```

```

        width = Width;
    }

    public double length
    {
        get { return field_length; }
        set { if((length>=0)&&(length<=20))
                field_length = value; }
    }

    public double width
    {
        get { return field_width; }
        set { if((width>=0)&&(width<=20))
                field_width = value; }
    }

    public double Perimeter
    {
        get { return 2 * field_width + 2 * field_length; ;}
        set { Perimeter = 2 * field_width + 2 * field_length; }
    }

    public double Area
    {
        get { return field_length * field_width; }
        set { Area = field_width * field_length; }
    }
}

class Program
{
    static void Main(string[] args)
    {
        Rectangle rect1 = new Rectangle(5, 6);
        Console.WriteLine(rect1.length);
        Console.WriteLine(rect1.width);
        Console.WriteLine(rect1.Perimeter);
        Console.WriteLine(rect1.Area);

        Console.ReadLine();
    }
}

using System;

class Rectangle
{
    private double field_length = 1;
    private double field_width = 1;

    public Rectangle(double Length, double Width)
    {
        length = Length;
        width = Width;
    }
}

```

```

public double length
{
    get { return field_length; }
    set { if((length>=0)&&(length<=20))
        field_length = value; }
}

public double width
{
    get { return field_width; }
    set { if((width>=0)&&(width<=20))
        field_width = value; }
}

public double Perimeter
{
    get { return 2 * field_width + 2 * field_length; ;}
    set { Perimeter = 2 * field_width + 2 * field_length; }
}

public double Area
{
    get { return field_length * field_width; }
    set { Area = field_width * field_length; }
}
}

class Program
{
    static void Main(string[] args)
    {
        Rectangle rect1 = new Rectangle(5, 6);
        Console.WriteLine(rect1.length);
        Console.WriteLine(rect1.width);
        Console.WriteLine(rect1.Perimeter);
        Console.WriteLine(rect1.Area);

        Console.ReadLine();
    }
}

```