

```
1 using System;
2 using System.Collections.Generic;
3 using System.Text;
4
5 /*
6  * Title:    MachineData
7  * Author:   Paul McKillop
8  * Date:     17 March 2020
9  * Purpose:  Hold data for gym machines
10 */
11
12 namespace GymTrackingV
13 {
14     public class MachineData
15     {
16         private string machineName;
17
18         public string MachineName
19         {
20             get { return machineName; }
21             set { machineName = value; }
22         }
23
24         private string level;
25
26         public string Level
27         {
28             get { return level; }
29             set { level = value; }
30         }
31
32         private float rate;
33
34         public float Rate
35         {
36             get { return rate; }
37             set { rate = value; }
38         }
39     }
40 }
41
```