

```
1 using System;
2 using System.Collections.Generic;
3 using System.Text;
4
5 /*
6  * Title:    Character
7  * Author:   Paul McKillop
8  * Date:    26 December 2019
9  * Purpose: hold data about characters for processing
10 */
11
12 namespace SignatureGeneratorV
13 {
14
15     public class Character
16     {
17         private string code;
18
19         public string Code
20         {
21             get { return code; }
22             set { code = value; }
23         }
24
25         private string score;
26
27         public string Score
28         {
29             get { return score; }
30             set { score = value; }
31         }
32     }
33 }
34
```