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Task:

1. Create a public class called **`Person`** that represents a person's information.
2. The class should have private attributes for:
    - `name` (string),
    - `age` (int), and
    - `address` (string).
3. Implement public properties for accessing and modifying each private field to allow controlled access:
    - **Name (of type string):**
        - The getter should return the value of name.
        - The setter should allow setting a new value for name.
    - **Age (of type int):**
        - The getter should return the value of age.
        - The setter should allow setting a new value for age.
    - **Address (of type string):**
        - The getter should return the value of address.
        - The setter should allow setting a new value for address.
4. Write a C# program that creates an object of the **Person** class, prompts the user to enter the person's name, age, and address, and then displays the person's information.
5. Write the solution within the **Program.cs** file.

Note:

The display should be the same as in the Sample Output.

```
Person's Information:
Name: name
Age: age
Address: address
```

Input Format:

- The first line of input consists of name of type string.
- The second line of input consists of age of type int.
- The third line of input consists of address of type string.

Output Format:

Refer to the sample output.

Sample Input 1:

```
Sam
22
xyz colony
```

Sample Output 1:

```
Person's Information:
Name: Sam
Age: 22
Address: xyz colony
```

Sample Input 2:

```
Janani
30
Venkateswara Nagar
```

Sample Output 2:

```
Person's Information:
Name: Janani
Age: 30
Address: Venkateswara Nagar
```

Commands to Run the Project:

```
cd dotnetapp
dotnet run
dotnet build
dotnet clean
```

Answer:

```
class Person

{

   private string name="";
```

```
private int age;
private string address="";

public string Name
{
   get{
      return name;
   }
   set
   {
      name = value;
   }
}
public int Age
{
   get
   {
      return age;
   }
   set
   {
      age = value;
   }
}
public string Address
```

```
    {
        get
        {
            return address;
        }
        set
        {
            address = value;
        }
    }
    public Person(string name,int age,string address)
    {
        Name = name;
        Age = age;
        Address = address;
    }



    public void DisplayDetails()
    {
        Console.WriteLine("Name: "+Name);
        Console.WriteLine("Age: "+Age);
        Console.WriteLine("Address: "+Address);
    }
}
```

```
class Program
{
    public static void Main()
    {
        string name,address;
        int age;
        Console.Write("Enter name: ");
        name = Console.ReadLine() ?? "";
        Console.Write("Enter age: ");
        age = Convert.ToInt32(Console.ReadLine());
        Console.Write("Enter Address: ");
        address = Console.ReadLine() ?? "";
        Person person = new Person(name,age,address);

        Console.WriteLine("\nPersons Information: ");
        person.DisplayDetails();
    }
}
```