

C# Fundamentals

2. Simple Object-Oriented Programming (OOP) Objective: Requirements:

- Create a Person class with properties and methods.
- Define properties such as Name and Age.
- Implement a method Introduce() that prints a personalized greeting.
- Instantiate a few Person objects in your Main method and call Introduce() on each.

Program code:

```
using System;
```

```
class Person
```

```
{
```

```
    // Properties (Encapsulation)
```

```
    // get allows retrieving the val of the property
```

```
    // set allows assigning a new value to property
```

```
    public string Name { get; set; }
```

```
    public int Age { get; set; }
```

```
    // Constructor
```

```
    public Person(string name, int age)
```

```
    {
```

```
        Name = name;
```

```
        Age = age;
```

```
    }
```

```
    // Method to introduce the person
```

```
    public void Introduce()
```

```
    {
```

```
        Console.WriteLine($"Hello, my name is {Name} and I am {Age} years old.");
```

```
    }
```

```
}
```

```

class Program
{
    static void Main()
    {
        // Creating Person objects

        Person person1 = new Person("Rohith", 21);
        Person person2 = new Person("Santhosh", 21);
        Person person3 = new Person("Preethi", 25);


        // Calling the Introduce method for each person

        person1.Introduce();
        person2.Introduce();
        person3.Introduce();
    }
}

```

Output:

```

Microsoft Visual Studio Debug Console
Hello, my name is Rohith and I am 21 years old.
Hello, my name is Santhosh and I am 21 years old.
Hello, my name is Preethi and I am 25 years old.

C:\Rohith\Backup\Desktop\Presidio\Pre-Training\4. C# Fundamentals\Task2\SimpleObjectOrientedProgramming\SimpleObjectOrientedProgramming\bin\Debug\net8.0\SimpleObjectOrientedProgramming.exe (process 23924) exited with code 0 (0x0).
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.
Press any key to close this window . . .

```