Quiz 08 — Automatic Properties

C# Programming

This is a timed test. You have thirty minutes to complete the test. When you finish the test, upload your `Program.cs` to Canvas. Do not publish your answer to your `git` repository.

Do not create separate files for your class, but place your program and class in the same file as we did before.

You will create a `Firearm` class with three automatic properties: Name, Sound, and Caliber. Also, create a class property of type `int` that increments the count of firearms as they are created. Write an appropriate constructor and a ToString() method.

In your `Program` class, instantiate three objects, a rifle, a shsotgun, and a pistol and print them. Do not manually increment the count but have it implemented programatically. Put both the program class and your object class in the same file as we have done before.

Here is the expected output.

```
This is C Sharp quiz 8
I am a pistol, and I go pop with a 9 mm round, and we have 1 firearms
I am a rifle, and I go bang with a 7.62 mm round, and we have 2 firearms
I am a shotgun, and I go bang with a 12 gauge round, and we have 3 firearms
Press any key to continue . . .
```