

Program.cs

```
using System;
namespace HelloWorld;

internal class Program
{
    static void Main(string[] args)
    {
        Message myMessage;
        string[] messages = new string[5];

        myMessage = new Message("Hello World - from Message Object");
        myMessage.Print();

        messages[0] = "Hi Minh, how are you?";
        messages[1] = "Hi Wilma, how are you?";
        messages[2] = "Hi Alex, how are you?";
        messages[3] = "It's my pleasure to meet you.";

        Console.Write("Enter name: ");
        string name = Console.ReadLine().ToLower();

        if (name == "minh")
        {
            Console.WriteLine(messages[0]);
        }
        else if (name == "wilma")
        {
            Console.WriteLine(messages[1]);
        }
        else if (name == "alex")
        {
            Console.WriteLine(messages[2]);
        }
        else
        {
            Console.WriteLine(messages[3]);
        }
        Console.ReadLine();
    }
}
```

Message.cs

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace HelloWorld
{
    internal class Message
    {
        private string _text;
        public Message(string text)
        {
            _text = text;
        }

        public void Print()
        {
            Console.WriteLine(_text);
        }
    }
}
```





