

Hands on Labs – Lab6

1. Open Program.cs

Code in Program.cs

- Read the values of Number1 and Number2 from the Console
- Store the values of Number1 and Number2 inside the SwapData object 'Obj'

Code in SwapData.cs

- Add set and get properties
- Write the logic for SwapValues() method
- Write the logic for DisplayValues() method

Use CustomConsole class to read data from the console