

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace Sender.Model
8 {
9     public class Device
10    {
11        public Guid Id { get; set; }
12        public string Name { get; set; }
13        public Enum.DeviceType Type { get; set; }
14    }
15 }
16
```