**OOP Lab #4**

**Getter and Setter Properties in C#**

**Getter & Setter:**

Getter and setter are methods of property in C# which is use to get and set data from user and properties allow you to control the accessibility of a class variable and are the recommended way to access variables from the outside in C#.

**Example of Code:**

namespace Getter\_and\_Setter

{

class Program

{ //Getter & Setter in C# ......

class Student

{

private string StdName;

private string FName; //class members

private int CMSID;

public string Name // Get And Set Property

{

set

{

this.StdName = value;

}

get

{

return this.StdName;

}

}

public string Fname

{

set

{

this.FName = value;

}

get

{

return this.FName;

}

}

public int Cmsid

{

set

{

this.CMSID = (value);

}

get

{

return this.CMSID;

}

}

}

static void Main(string[] args)

{

Student s = new Student();

s.Name="Zohaib Amjad";

Console.WriteLine(s.Name);

s.Fname = "Amjad Maseeh";

Console.WriteLine(s.Fname);

s.Cmsid = int.Parse("51928");

Console.WriteLine (s.Cmsid);

Console.ReadLine();

}

}

}

Output

