**WHAT ARE PROPERTIES IN C#**

* PROPERTIES ALLOW YOU TO CONTROL THE ACCESSIBILITY OF A CLASS VARIABLES, AND ARE THE RECOMMENDED WAY TO ACCESS VARIABLES FROM THE OUTSIDE IN C#.
* A PROPERTY IS MUCH LIKE A COMBINATION OF A VARIABLE AND A METHOD - IT CAN'T TAKE ANY PARAMETERS, BUT YOU ARE ABLE TO PROCESS THE VALUE BEFORE IT'S ASSIGNED TO OUR RETURNED.
* PROPERTIES ARE LIKE DATA FIELDS (VARIABLES), BUT HAVE LOGIC BEHIND THEM.
* FROM THE OUTSIDE, THEY LOOK LIKE ANY OTHER MEMBER VARIABLE.
  + BUT THEY ACT LIKE A MEMBER FUNCTION.
* DEFINED LIKE A FIELD, WITH “GET” AND “SET” ACCESSORS CODE ADDED.
* PROPERTIES ARE ALSO USED FOR ENCAPSULATION.

**TYPES OF PROPERTIES IN C#**

* READ / WRITE PROPERTIES
* READ ONLY PROPERTIES
* WRITE ONLY PROPERTIES
* AUTO IMPLEMENTED PROPERTIES