using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace CSharpTut

{

 class Program

 {

 static void Main(string[] args)

 {

 Animal cat = new Animal();

 // Call the setter

 cat.SetName("Whiskers");

 // Set the property

 cat.Sound = "Meow";

 Console.WriteLine("The cat is named {0} and says {1}",

 cat.GetName(), cat.Sound);

 // Test auto generated getters and setters

 cat.Owner = "Derek";

 Console.WriteLine("{0} owner is {1}",

 cat.GetName(), cat.Owner);

 // Get the read-only id number

 Console.WriteLine("{0} shelter id is {1}",

 cat.GetName(), cat.idNum);

 // Test static property

 Console.WriteLine("# of Animals : {0}",

 Animal.NumOfAnimals);

 Console.ReadLine();

 }

 }

}