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();

}

}

}