

Task 2 – Use of Accessibility Modifiers with Properties

Imagine you want to store a property within the Customer class that could externally (outside the class) be read-only or write-only. Auto-Implemented Properties allow the use of modifiers to specify accessibility.

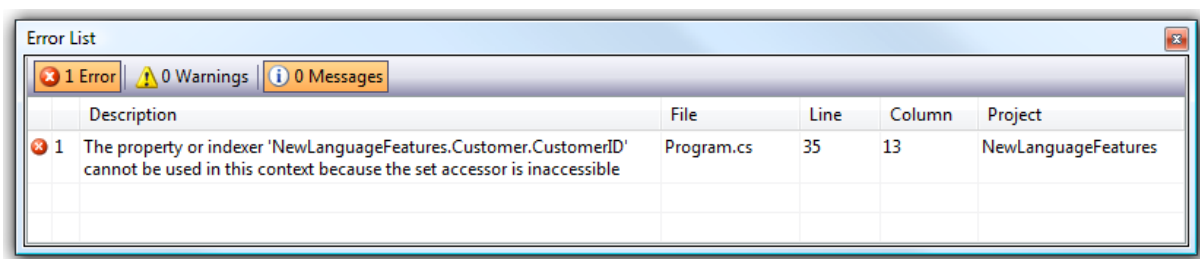
1. Return to the **Customer** class. Suppose you want to add a read-only Customer ID; to do this, add a new property **CustomerID**. Add the `private` modifier to the `set` accessor. Update the `ToString()` method as well to include this new property.

```
public class Customer
{
    public int CustomerID { get; private set; }
    public string Name { get; set; }
    public string City { get; set; }
    public override string ToString()
    {
        return Name + "\t" + City + "\t" + CustomerID;
    }
}
```

2. In the **Main** method, set the **CustomerID**.

```
static void Main(string[] args)
{
    Customer c = new Customer();
    c.Name = "Maria Anders";
    c.City = "Berlin";
    c.CustomerID = 1;
    Console.WriteLine(c);
}
```

3. Press **Ctrl+Shift+B** to build the solution.
4. Click the **Error List** tab to view the compiler error output.



Notice that an error occurs when you attempt to set the CustomerID property directly. This is due to the `private` modifier on `set`. The CustomerID property now behaves as if it were read-only.

5. Return to the **Customer** class and add a constructor to set the **CustomerID**.

```
public class Customer
{
    public string CustomerID { get; private set; }
    public string Name { get; set; }
}
```

```
public string City { get; set; }  
public Customer(int ID)  
{  
    CustomerID = ID;  
}  
  
public override string ToString()  
{  
    return Name + "\t" + City + "\t" + CustomerID;  
}  
}
```

6. In the **Main** method, update the constructor call to set the **CustomerID**.

```
static void Main(string[] args)  
{  
    Customer c = new Customer(1);  
    c.Name = "Maria Anders";  
    c.City = "Berlin";  
    Console.WriteLine(c);  
}
```

7. Press **Ctrl+F5** to build and run the application. The program now compiles without any errors. Press any key to terminate the application.