

...cont'd

- 5 Turn your attention to the **Main()** method in the default **Program class** and create an instance of the **Dog class**
`Dog fido = new Dog() ;`
- 6 Next, call the new instance object's setter method to initialize all its variable members
`fido.setValues("Fido" , 3 , "Brown") ;`
- 7 Now, retrieve all properties of the new object
`string tagF = String.Format("{0} is a {1} year old {2} dog" ,
fido.getName() ,
fido.getAge() ,
fido.getColor()
);`
- 8 Display all properties and call the miscellaneous method
`Console.WriteLine(tagF + fido.bark()) ;`
- 9 Now, create another instance of the **Dog class**
`Dog lucy = new Dog() ;
lucy.setValues("Lucy" , 2 , "Gray") ;`
- 10 Next, retrieve all properties of this new object
`string tagL = String.Format("{0} is a {1} year old {2} dog" ,
lucy.getName() ,
lucy.getAge() ,
lucy.getColor()
);`
- 11 Display all properties and call the miscellaneous method
`Console.WriteLine(tagL + lucy.bark()) ;
Console.ReadKey() ;`
- 12 Press **Start** or **F5** to see each object's properties



Notice here how the **String.Format()** method is coded using newlines to clearly build a **string** value for output.

```
Objects
Fido is a 3 year old Brown dog
Woof, woof!

Lucy is a 2 year old Gray dog
Woof, woof!
```