

Answer on Question#38393 - Programming – C#

Original code has several mistakes:

```
using System;

class Student
{
    private string name = "Marcus Trott";
    private double marks = 65.0;

    public void DispName()
    {
        System.Console.WriteLine("Name: ",; name); // «;» symbol is waste also wrong syntax
    }

    public void DispMarks()
    {
        System.Console.WriteLine("Marks: ", marks); // wrong syntax for this method
    }

}

class MainClass
{
    static void Main()
    {
        Student s= new Student();
        string n = s.DispName(); // error, this method returns void, it can't be assigned to variable
        double m= s.marks; // this field is closed for the entry point
    }
}
```

Fixed code:

```
using System;

class Student
{
    // in C# default access modifier is «private», so it is better not to rewrite it
    string name = "Marcus Trott";
    double marks = 65.0;

    public string DispName() // this method should return a string for assigning
    {
        Console.WriteLine("Name: " + name); // bugs fixed
    }
}
```

```
return name; // returning string value  
}
```

```
public double DispMarks()  
{  
    // no System.Console because we conduct this namespace in the first line of the program  
    Console.WriteLine("Marks: " + marks);  
    return marks;  
}  
  
}
```

```
class MainClass  
{  
    static void Main()  
    {  
        Student s= new Student();  
        string n = s.DispName();  
        double m= s.DispMarks(); //showing closed(private) field  
    }  
}
```

Out will be:

Name: Marcus Trott

Marks: 65

, also variables «n» «m» will contain corresponding values - «Marcus Trott» and «65.00000»