

Convert errflag into a property

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/*
C#: The Complete Reference
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*/

// Convert errflag into a property.

using System;

class FailSoftArray {
int[] a; // reference to underlying array
int len; // length of array

bool errflag; // now private

// Construct array given its size.
public FailSoftArray(int size) {
a = new int[size];
len = size;
}

// Read-only Length property.
public int Length {
get {
return len;
}
}

// Read-only Error property.
public bool Error {
get {
```

```

return errflag;
}
}

// This is the indexer for FailSoftArray.
public int this[int index] {
// This is the get accessor.
get {
if(ok(index)) {
errflag = false;
return a[index];
} else {
errflag = true;
return 0;
}
}

// This is the set accessor
set {
if(ok(index)) {
a[index] = value;
errflag = false;
}
else errflag = true;
}
}

// Return true if index is within bounds.
private bool ok(int index) {
if(index >= 0 & index < Length) return true; return false; } }
// Demonstrate the improved fail-soft array. public class
FinalFSDemo { public static void Main() { FailSoftArray fs =
new FailSoftArray(5); // use Error property for(int i=0; i <
fs.Length + 1; i++) { fs[i] = i*10; if(fs.Error)
Console.WriteLine("Error with index " + i); } } } [/csharp]

```