

Use a property in an interface

```
/*
C#: The Complete Reference
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*/
// Use a property in an interface.

using System;

public interface ISeries {
// an interface property
int next {
get; // return the next number in series
set; // set next number
}
}

// Implement ISeries.
class ByTwos : ISeries {
int val;

public ByTwos() {
val = 0;
}

// get or set value
public int next {
get {
val += 2;
return val;
}
}
```

```
set {  
val = value;  
}  
}  
}
```

```
// Demonstrate an interface property.
```

```
public class SeriesDemo3 {  
public static void Main() {  
ByTwos ob = new ByTwos();
```

```
// access series through a property
```

```
for(int i=0; i < 5; i++) Console.WriteLine("Next value is " +  
ob.next); Console.WriteLine(" Starting at 21"); ob.next = 21;  
for(int i=0; i < 5; i++) Console.WriteLine("Next value is " +  
ob.next); } } [/csharp]
```