

Use a property in an interface

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/*
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]
```