The laboratory work 6

1. Constructors and destructors

Create a C# program that prompts the user for three names of people and stores them in an array of Person-type objects. To do this, first create a Person class that has a Name property of type string, a constructor that receives the name as a parameter, a destructor that assigns the name to empty and overwrites the ToString () method.

End the program by reading the people and executing the ToString () method on screen.

Input

1. Juan
2. Sara
3. Carlos

Output

1. Hello! My name is Juan
2. Hello! My name is Sara
3. Hello! My name is Carlos