

Program.cs

```
using System;

namespace ConsoleApplication1
{
    class myfirstclass
    {
        private int x;
        public int y;
        public void givevaluetox(int j)
        {
            x = j;
        }
        public void write_xy()
        {
            Console.WriteLine(x);
            Console.WriteLine(y);
        }
    }
    class Program
    {
        static void Main(string[] args)
        {
            int j=mysecondclass.add2numbers(3, 10);
            myfirstclass c11 = new myfirstclass();
            c11.y = 5;
            c11.givevaluetox(8);
            Console.WriteLine(c11.y);
            c11.write_xy();
            Console.WriteLine(j);
            Console.ReadKey();
        }
    }
}
```

mysecondclass.cs

```
using System;

namespace ConsoleApplication1
{
    class mysecondclass
    {
        public static int add2numbers(int a, int b)
        {
            return a + b;
        }
    }
}
```