**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