

```

using System;

public class Program
{
    public static void Main()
    {
        //create the engine object
        Engine engine = new Engine();
        engine.Size = 4;
        engine.Power = 5;

        //create the carobject
        Car car = new Car();
        car.Size = "Mid Size";
        car.SeatingCapacity = 5;
        //add the engine object to the car object
        car.Engine = engine;

        int engineValue = car.Engine.CalculateAValue();

        //return the engine value for the car
        Console.WriteLine("The size of the engine is: " + car.Engine.Size.ToString());
    }
}

public class Engine
{
    public int Size;
    public int Power;
    //functions or methods here pertaining to the engine.

    public int CalculateAValue()
    {
        return Size*Power;
    }
}

public class Car
{
    public string Size;
    public int SeatingCapacity;
    //Engine Object
    public Engine Engine;
    //functions or methods here pertaining to the engine.
}

```

<https://dotnetfiddle.net/VLkHtP>