

```
        {
            Load();
            return _customerDTO.UserName;
        }
        set { _customerDTO.UserName = value;}
    }

    public System.String Password
    {
        get
        {
            Load();
            return _customerDTO.Password;
        }
        set { _customerDTO.Password = value;}
    }

    public System.String Email
    {
        get
        {
            Load();
            return _customerDTO.Email;
        }
        set { _customerDTO.Email = value;}
    }

    #endregion Public Properties

    #region Private Methods
    /// <summary>
    /// Helper function used in lazy load; if the load state
    /// is "Ghost" (partial loaded) then do a full load
    /// </summary>
    private void Load()
    {
        try
        {
            if( _customerDTO.loadStatus == LoadStatus.Ghost)
            {
                _customerDTO=CustomerDAL.LoadCustomer( _customerDTO.ID);
                _customerDTO.loadStatus = LoadStatus.Loaded ;
            }
        }
    }
    #endregion
```

```
    }
  }
  catch(Exception ex)
  {
    //log exception
    throw;
  }
}

#endregion Private Methods

#region Public Methods

#region Update
/// <summary>
/// Updates object state into database
/// </summary>
/// <returns>bool</returns>
public bool Update()
{
  try
  {
    ///<remark>
    ///Check for the load status to make sure that update is
    ///not being called on disconnected/'ghost' loaded objects.
    ///</remark>
    if( _customerDTO.loadStatus == LoadStatus.Loaded)
    {
      CustomerDAL.UpdateCustomer(_customerDTO);

      ///<remarks>
      ///Set load status to 'ghost' to mark that it needs to
      ///be fully loaded again
      ///</remarks>
      _customerDTO.loadStatus=LoadStatus.Ghost;
      return true;
    }
  }
  else
  {
    return false;
  }
}
catch(Exception ex)
{
```