

FIRST PROGRAM

In C#

Let's Make a Console Application

1 Create a new project

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Console App
A project for creating a command-line application that can run on .NET on Windows, Linux and macOS

C# Linux macOS Windows Console

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Configure your new project

Console App C# Linux macOS Windows Console

Project name
MyFirstConsoleApp

Location
C:\dev ...

Solution
Create new solution

Solution name ⓘ
MyFirstConsoleApp

☐ Place solution and project in the same directory

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Additional information

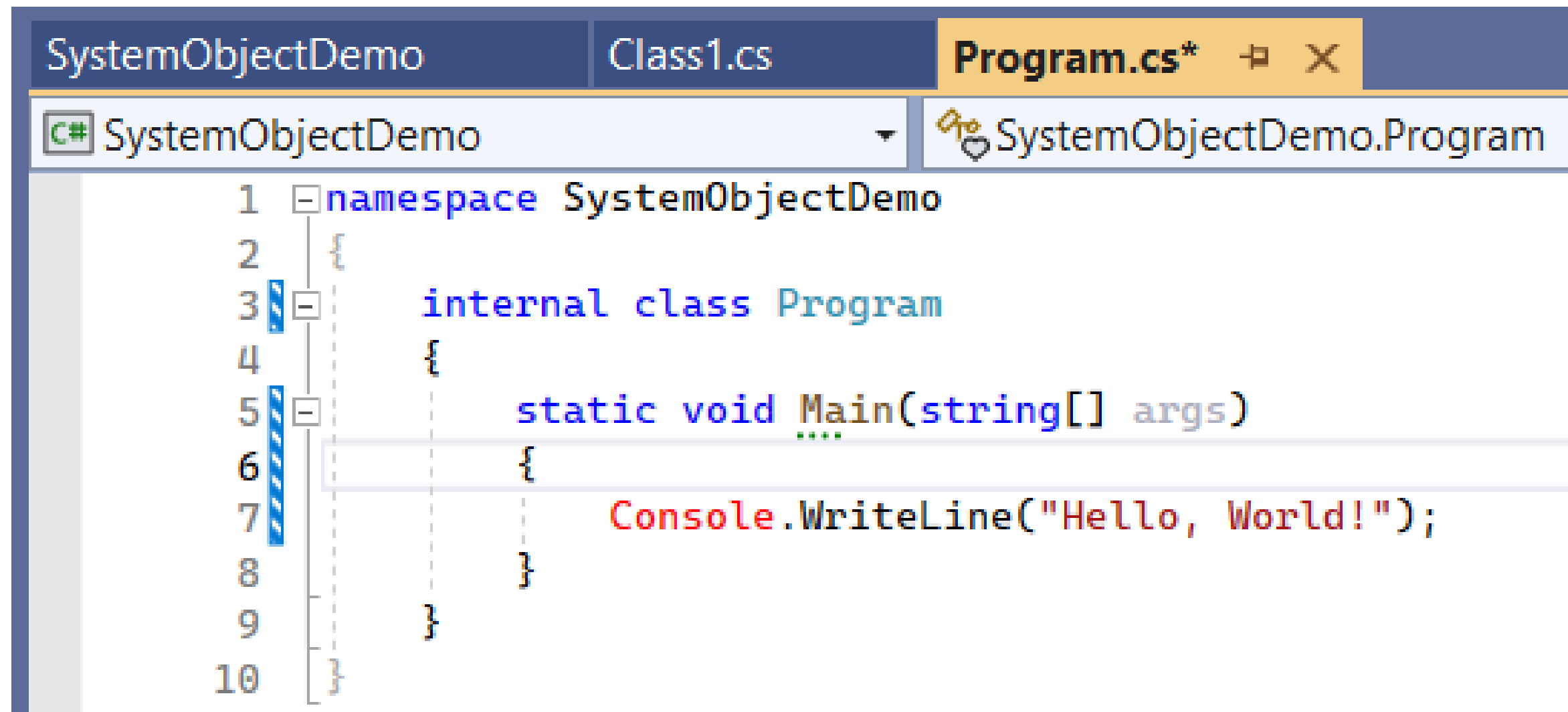
Console App C# Linux macOS Windows Console

Framework ⓘ

.NET 6.0 (Long Term Support)

☒ Do not use top-level statements ⓘ

Here's what it generates



```
1 namespace SystemObjectDemo
2 {
3     internal class Program
4     {
5         static void Main(string[] args)
6         {
7             Console.WriteLine("Hello, World!");
8         }
9     }
10 }
```

Try Again With Top Level Statements

Additional information

Console App

C#

Linux

macOS

Windows

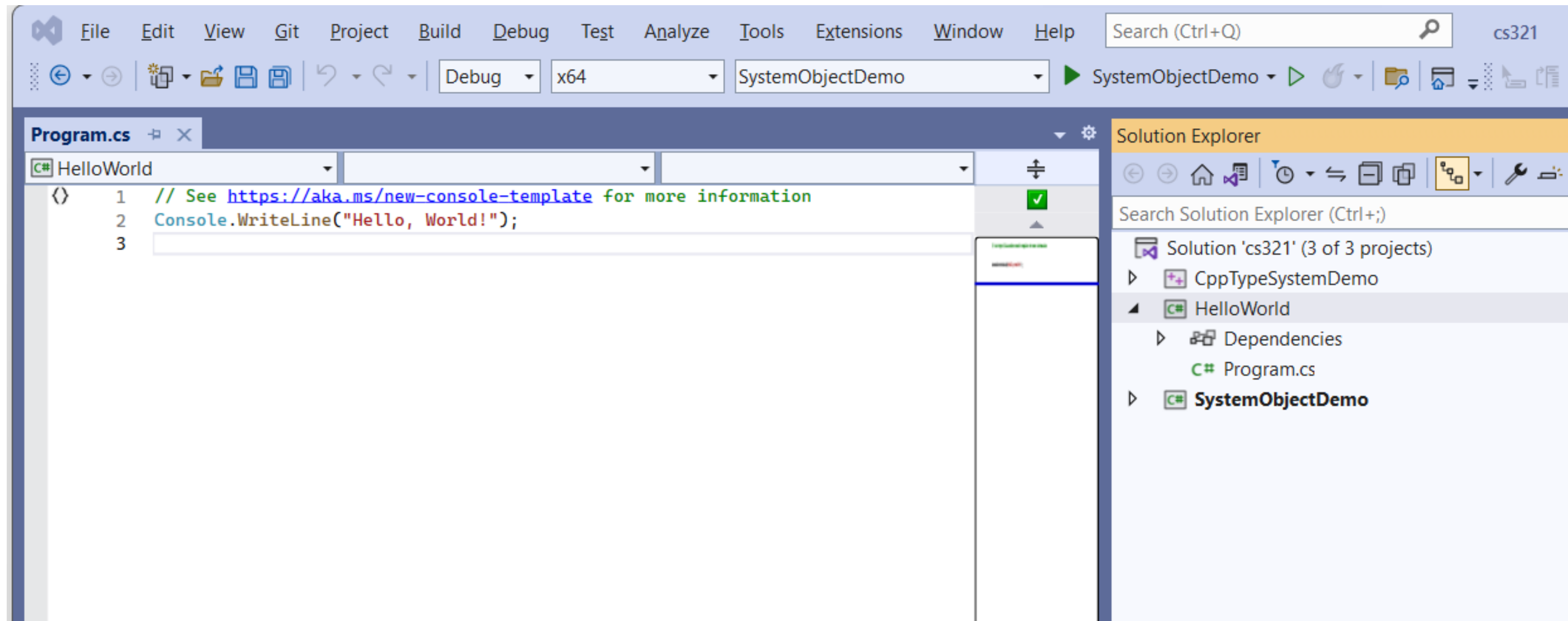
Console

Framework 

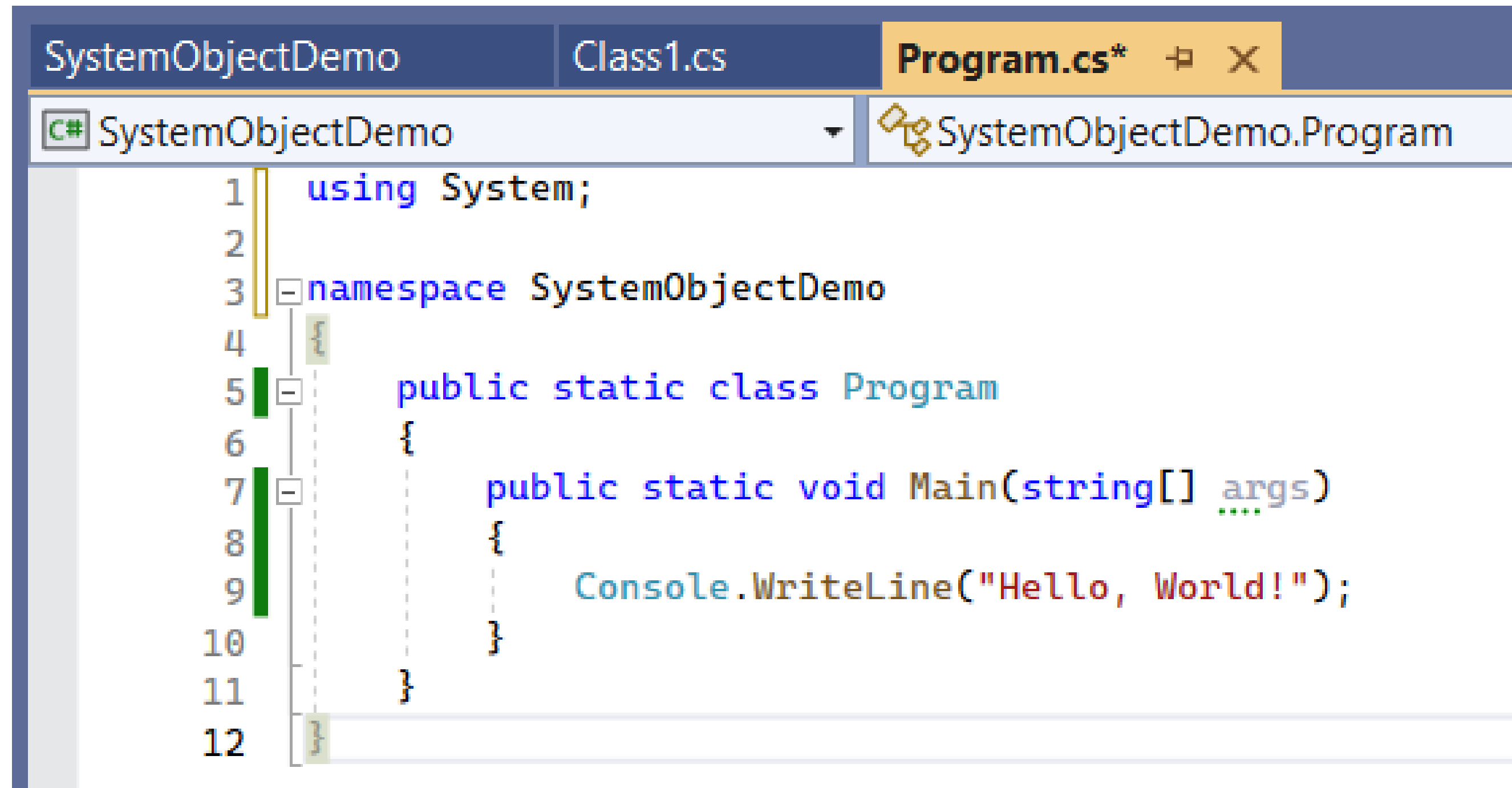
.NET 6.0 (Long-term support) 

☐ Do not use top-level statements 

A Shorter Form (don't use it)



However, this is what I want

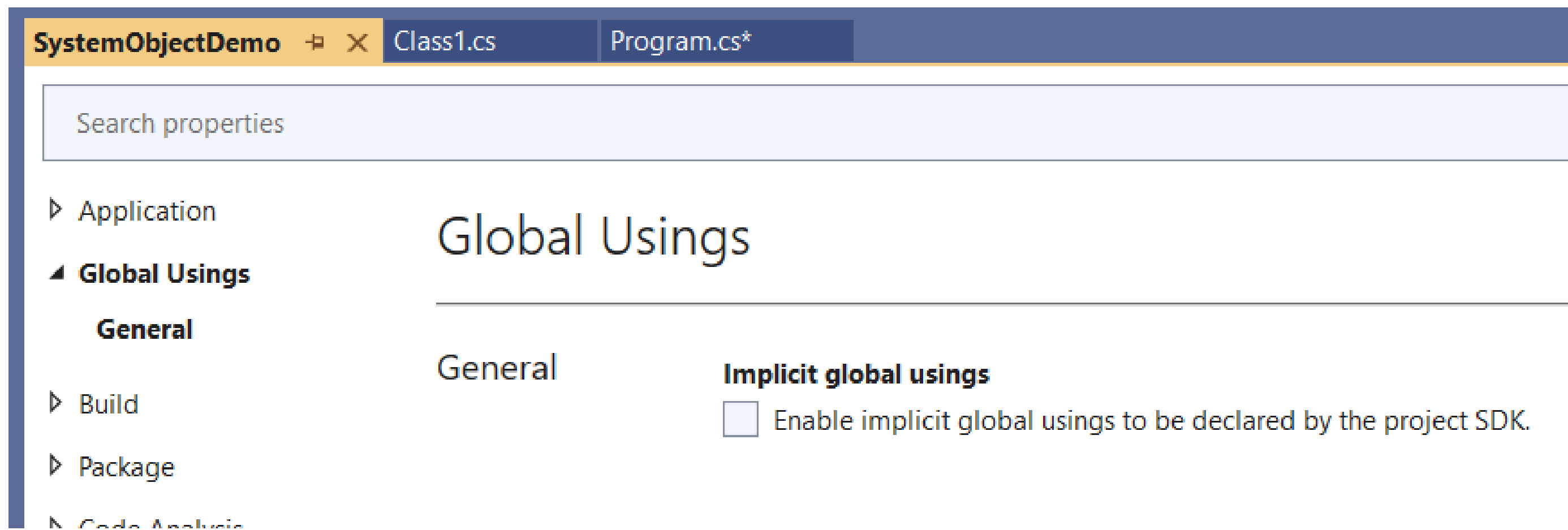


The image shows a screenshot of a Visual Studio code editor window. The title bar at the top displays three tabs: 'SystemObjectDemo', 'Class1.cs', and 'Program.cs*'. The 'Program.cs*' tab is currently active. Below the tabs, the editor shows the following C# code:

```
1 using System;
2
3 namespace SystemObjectDemo
4 {
5     public static class Program
6     {
7         public static void Main(string[] args)
8         {
9             Console.WriteLine("Hello, World!");
10        }
11    }
12 }
```

The code is formatted with standard C# syntax highlighting. The 'using System;' statement is on line 1. The 'namespace SystemObjectDemo' block starts on line 3 and ends on line 12. Inside the namespace, there is a 'public static class Program' starting on line 5, which contains a 'Main' method starting on line 7. The 'Main' method is a static void method that takes a 'string[] args' parameter and calls 'Console.WriteLine("Hello, World!");' on line 9. The code is enclosed in curly braces to define the namespace, class, and method scopes.

Turned off “Implicit Global Usings”



Style Guide

Do not use top-level statements

Use explicit using statements

Classes with only static members are static

All types public

All members public