C# Console Programming — 1■Page Essentials

Program Structure

```
using System; Console.WriteLine("Hello World");
```

Variables & Types

```
int score = 0; string name = "Player"; bool isAlive = true; double health = 99.5;
```

Input / Output

```
Console.Write("Enter name: "); string input = Console.ReadLine(); Console.WriteLine($"Hello
{input}");
```

Conditionals

```
if (score > 10) { Console.WriteLine("Level up!"); } else { Console.WriteLine("Keep going");
}
```

Loops

```
while (running) { UpdateGame(); } for (int i = 0; i < 3; i++) { Console.WriteLine(i); }
```

Methods

```
void UpdateGame() { Console.WriteLine("Playing..."); }
```

Classes & Objects

```
class Player { public string Name; public int Level; }
```