代码：

public class DynamicCode  
{  
 public const string SourceCode =   
 "using System;"+  
 "public static class TestWrite"+  
 "{"+  
 "public static void Run()"+  
 "{"+  
 "Console.WriteLine(\"Holle World\");"+  
 "}"+  
 "}";

/// <summary>  
 /// 编译且运行  
 /// </summary>  
 public void CompilationAndRun()  
 {  
 CompilerResults compilerResults = null;

using (CSharpCodeProvider csharpCodeProvider = new CSharpCodeProvider())  
 {  
 CompilerParameters options = new CompilerParameters();  
 options.GenerateInMemory = true;

// 通过源码编译程序集  
 compilerResults = csharpCodeProvider.CompileAssemblyFromSource(options, SourceCode);  
 }

if (compilerResults.Errors.HasErrors == false)  
 {  
 // 获取编译程序集的类  
 Type testWriteType = compilerResults.CompiledAssembly.GetType("TestWrite");  
 // 反射调用类  
 testWriteType.InvokeMember("Run", BindingFlags.InvokeMethod | BindingFlags.Static | BindingFlags.Public, null, null, null);  
 }  
 }  
}