

```
1 //using is a directive
2 //System is a name space
3 //name space is a collection of features that our needs to run
4 using System;
5 //public means accessible anywhere
6 //partial means this class is split over multiple files
7 //class is a keyword and think of it as the outermost level of grouping
8 //:System.Web.UI.Page means our page inherits the features of a Page
9 public partial class _Default : System.Web.UI.Page
10 {
11     protected void Button1_Click(object sender, EventArgs e)
12     {
13         //in each case below, GenericsClass<...> works equally well with
14         //integers, doubles and decimals, among others
15         GenericsClass<int> ints = new GenericsClass<int>(new int[] { 1, 2, 3, 4, 5 });
16         samplabel.Text = ints.DisplayValues();
17
18         GenericsClass<double> dubs = new GenericsClass<double>(new double[] { 1.0, -2.3, 3, 4, 5 });
19         samplabel.Text += ints.DisplayValues();
20
21         GenericsClass<decimal> decs = new GenericsClass<decimal>(new decimal[] { 1, 2.0M, 3, 4, 5.79M });
22         samplabel.Text += decs.DisplayValues();
23     }
24 }
```