```csharp
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  using System.Linq;
6  using System.Collections.Generic;
7  //public means accessible anywhere
8  //partial means this class is split over multiple files
9  //class is a keyword and think of it as the outermost level of grouping
10 //:System.Web.UI.Page means our page inherits the features of a Page
11 public class Person
12 {
13     public string Name { get; set; } //auto implemented properties
14     public decimal Salary { get; set; }
15     public Person(string name, decimal salary)
16     {
17         Name = name;Salary = salary;//set values of properties
18     }
19 }
20 public partial class _Default : System.Web.UI.Page
21 {
22     protected void Button1_Click(object sender, EventArgs e)
23     {
24         //make array of people
25         Person[] people = new Person[] { new Person("John", 76877), new Person("Bobby",
             78988), new Person("Joan", 87656) };
26         //find all people with "n" as the last letter, and then display the results sorted
             from high to low salary
27         IEnumerable<Person> peopleWithN = people.Where(per => per.Name.EndsWith
             ("n")).OrderByDescending(per => per.Salary);
28         //display name and salary formatted as currency
29         foreach (Person p in peopleWithN)
30         {
31             sampLabel.Text += $"<br>{p.Name}            {p.Salary:C}";
32         }
33     }
34 }
35
36
37
38
```