

```
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.Collections.Generic;
6 using System.Linq;
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 partial class _Default : System.Web.UI.Page
12 {
13     private static Tuple<double, double, double , double> SummarizeList(List<double> listDoubles)
14     {
15         Tuple<double, double, double, double> summary = Tuple.Create(listDoubles.Sum(),
16         listDoubles.Average(), listDoubles.Max(), listDoubles.Min());
17         return summary;
18     }
19     protected void Button1_Click(object sender, EventArgs e)
20     {
21         List<double> lst = new List<double> { 1, 2, 5, 68, 899, 1, -989, 0.1143, 98, 2553 };
22         var results = SummarizeList(lst);
23         sampLabel.Text = $"Sum={results.Item1}";
24         sampLabel.Text += "<br>Average={results.Item2}";
25         sampLabel.Text += "<br>Max={results.Item3}";
26         sampLabel.Text += "<br>Min={results.Item4}";
27     }
28 }
29
30
31
```