

```
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 //public means accessible anywhere
7 //partial means this class is split over multiple files
8 //class is a keyword and think of it as the outermost level of grouping
9 //:System.Web.UI.Page means our page inherits the features of a Page
10 public partial class _Default : System.Web.UI.Page
11 {
12     protected void Button1_Click(object sender, EventArgs e)
13     {
14         sampLabel.Text = ""; //clear label every time
15         Quad sqr = new Square("John", 4); //make a square
16         Quad rect = new Rectangle("Bob", 2, 5); //make a rectangle
17         Quad rect2 = new Rectangle("Jerry", 4, 5); //make another rectangle
18         //stick all these shapes into a list of quads
19         List<Quad> lst = new List<Quad>(new Quad[] { sqr, rect, rect2 });
20         lst.Sort(); //sort the list
21         if (lst[0] is Square) //if it's a square
22         {
23             //down cast to a square, and call Perimeter on it
24             sampLabel.Text += ((Square)lst[0]).Perimeter();
25         }
26         else if (lst[0] is Rectangle)
27         {
28             //if it's a rectangle, down cast to a rectangle, and call Perimeter
29             sampLabel.Text += ((Rectangle)lst[0]).Perimeter();
30         }
31     }
32 }
33
34
35
```