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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         int x = 25, y = 34; //declare and set two variables
14         sampLabel.Text = $"x={x}, y={y}"; //display variables
15         GenMethods.Swap<int>(ref x, ref y); //swap values
16         sampLabel.Text += $"<br>x={x}, y={y}"; //display swapped values
17         sampLabel.Text += GenMethods.Compare<int>(x, y); //
18     }
19 }
```