```csharp
 1  //using is a directive
 2  //System is a namespace, namespace groups related features together
 3  //System is needed so we can use Console, classes
 4  using static System.Console;
 5  using System;//color of writing
 6  //outermost level of grouping
 7  class Program
 8  {
 9      //Main is a method
10      //this is the entry point into program
11      static void Main()
12      {
13          WindowWidth = 20;//set console width
14          WindowHeight = 15;//set console height
15          ForegroundColor = ConsoleColor.Red;//set font color
16          WriteLine("This is a great day to be alive!");//write line to screen
17
18          WindowWidth = 15;//change console width
19          WindowHeight = 10;//change console height
20          ForegroundColor = ConsoleColor.Blue;//set font color
21          WriteLine("This is a great day to be alive!");//write line to screen
22      }
23  }
24
25
```