```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;
6  enum Days {Monday=1, Tuesday};//enumrations are lists of named constants
7  //outermost level of grouping
8  class Program
9  {
10      //Main is a method
11      //this is the entry point into program
12      static void Main()
13      {
14          WriteLine($"Enter Day Of Week:");//prompt user for input
15          var day = ReadLine();//read input, var means day is recognized as string
16          ForegroundColor = ConsoleColor.DarkRed;//set the color of the writing
17          //line below displays the day, and (int)Days.Monday shows as 1 at run time
18          WriteLine($"{day} is day number {(int)Days.Monday} of the week.");
19          //make array of console colors
20          ConsoleColor[] colors = new ConsoleColor[] { ConsoleColor.Black, ConsoleColor.Cyan };
21          //use array notation to set color of writing
22          //colors[1] means grab Cyan from the array
23          ForegroundColor = colors[1];
24          //display the phrase below using the new color
25          WriteLine($"This is printed using {ForegroundColor}");
26      }
27  }
28
29
```