

```
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 System;
5 using static System.Console;
6 //outermost level of grouping
7 //classes we had a strong "is-a" relationship
8 //interface "can be used as" , a document can be used as something printable
9 //person can also be printable, "can be used as" a printable object
10 interface IPrintable
11 {
12     void Print();
13 }
14 class Document:IPrintable //implements IPrintable
15 {
16     private string text;//instance variable
17     public Document(string txt)
18     {
19         text = txt;//set value of instance variable
20     }
21     public void Print() //implement Print from IPrintable
22     {
23         WriteLine(text);
24     }
25 }
26 class Person:IPrintable //implements IPrintable
27 {
28     private string name;private int age;//instance variables for each instance of class
29     public Person(string nam, int howOld)
30     {
31         name = nam;age = howOld;//set values of instance variables
32     }
33     public void Print() //implement Print from IPrintable
34     {
35         WriteLine($"Name:{name} \nAge:{age}");
36     }
37 }
38
39 class Program
40 {
41     //Main is a method
42     //this is the entry point into program
43     static void Main()
44     {
45         Person per = new Person("John Smith", 45);
46         //make person
47         //make document
48         Document doc = new Document("It comes to pass that one day...");
49         per.Print();//call Print on person
50         doc.Print();//call Print on document
51     }
52 }
53
54
```