

```
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 //outermost level of grouping
6 class Program
7 {
8     //Main is a method
9     //this is the entry point into program
10    static void Main()
11    {
12        WindowWidth = 45; //set console width
13        WriteLine("Enter 'E' to enlarge, or 'S' to shrink.");
14        char op = (char)Read(); //Read input, and convert to character form
15        if(op=='S') //check whether input from user is S
16        {
17            WindowWidth = 30; //make window smaller if input is S
18        }
19        else if(op=='E') //check whether input from user is E
20        {
21            WindowWidth = 60; //make window bigger
22        }
23        else
24        {
25            //this line runs when a letter different from E or S runs
26            WriteLine("Your choice is not supported");
27        }
28    }
29 }
30
31
```