

```
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 static System.Math;
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
14        WriteLine("Enter Value To Cube:");
15        string s = ReadLine();//read input in string form
16        double xOut;//used in attempts to convert
17        //check condition ? return this result : return this if false;
18        //in this case, the condition comes from the result of TryParse
19        //if conversion works, output xOut, if it fails, output 0.0
20        //and store that value to the variable called "value"
21        double value = double.TryParse(s, out xOut) ? xOut : 0.0;
22        //value^3 = value*value*value
23        //for example, a box is a cube, to find volume of box
24        //we can write Pow(value,3), which means value^3 or value*value*value
25        WriteLine($"{value} cubed is {Pow(value,3)}");
26    }
27 }
```