

```
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 width of window
13        WriteLine("Enter bigger to enlarge:"); //prompt user for input
14        //the variable s is a string
15        //ReadLine() also reads a string
16        //so the two sides agree in terms of data type
17        string s = ReadLine(); //read input from user
18        if(s=="bigger") //the symbol == returns a boolean, meaning a true or false value
19        {
20            //window width is set to 60 when user inputs bigger
21            WindowWidth = 60; //set window width to 60
22        }
23        else
24        {
25            //window width is set to 30 when user inputs something else
26            WindowWidth = 30; //set window width to 30
27        }
28    }
29 }
```