```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  //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 = 5;//set window width so the effect is easy to understand
13          int counter = 0;//counter variables used to advance loops
14          while(counter<WindowWidth)//check condition on top
15          {
16              CursorLeft = counter;//this will move the cursor
17              Write("x");//write x at that cursor position
18              counter++;//++ means add 1 to the counter variable
19          }
20      }
21  }
```