

```
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 System;
6 //outermost level of grouping
7 class Calculator
8 {
9     public Calculator(ConsoleColor cc)//this is the constructor
10    {
11        ForegroundColor = cc;//setting the color of the font for writing
12    }
13    //methods represent behaviors
14    public double Sum(double x, double y)
15    {
16        return x + y;//return the sum of x and y
17    }
18    //Main is a method
19    //this is the entry point into program
20    static void Main()
21    {
22        //calc is an instance of the Calculator class
23        //instantiate means make an object of a class
24        Calculator calc = new Calculator(ConsoleColor.Magenta);
25        //code below calls Sum with 4,5
26        //the value is then returned
27        //and the result is inserted into the string for printing
28        WriteLine($"4+5={calc.Sum(4, 5)}");
29    }
30 }
31 }
32
33
```