

```
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 System;
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            //a string is a sequence of characters
13            //enclosed between double quotes
14            Console.WriteLine("Hello, and welcome to our first program.");
15        }
16    }
17
18
```