```
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      //dynamic adds flexiblity because this method
9      //can operate equally well on different data types
10     private static dynamic Sum(dynamic x, dynamic y)
11     {
12         return x + y;//give back sum to calling code
13     }
14     //Main is a method
15     //this is the entry point into program
16     static void Main()
17     {
18         dynamic x = 5, y = 10;//these are recognized as integers
19         WriteLine($"type of x={x.GetType()}, type of y={y.GetType()}");
20         WriteLine($"{x}+{y}={Sum(x, y)}");
21
22         x = 45.98;y = -89.98;//now x and y can store doubles
23         WriteLine($"type of x={x.GetType()}, type of y={y.GetType()}");
24         WriteLine($"{x}+{y}={Sum(x, y)}");
25
26         var z = 10;//this line makes z an integer
27         //z = 45.98;this causes on error because you can't switch to double
28     }
29 }
30
31
```