```
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 Person
7  {
8      private static int personCounter;
9      //static field so the value is shared among all instances of the class
10     private string name;//instance variable
11     //this is a parametrized constructor
12     public Person(string fullName)
13     {
14         name = fullName;//set instance variable value
15         personCounter++;//grow the number of people every time a person is made
16     }
17     public static int PERSONCOUNTER//a static property
18     {
19         get
20         {
21             return personCounter;//backing field for property is static
22         }
23     }
24     public static int GetPersonCount() //static accessor method
25     {
26         return personCounter;//return person counter
27     }
28     public string GetName()//instance level method
29     {
30         return name; //return the name of each person
31     }
32 }
33
34 class Program
35 {
36     //Main is a method
37     //this is the entry point into program
38     static void Main()
39     {
40         Person per1 = new Person("Bob"); //make new person
41         //line below first gets name of person
42         //and then prints the name to the screen
43         WriteLine($"First person's name is {per1.GetName()}");
44         //make person called John
45         Person per2 = new Person("John");
46         //get name of person, and print to user
47         WriteLine($"Second person's name is {per2.GetName()}");
48         //code below calls a static property and static method
49         //both achieve the same result of getting the person counter
50         WriteLine($"In all, there are {Person.PERSONCOUNTER}");
51         WriteLine($"In all, there are {Person.GetPersonCount()}");
52     }
53 }
54
55
```