```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          //evaluate and assign
13          //i++
14          double x = 5;//declare and set a variable
15          WriteLine($"Print, and then increment by 1:{x++}");
16          WriteLine($"Print after incrementing by 1: {x}");
17          WriteLine($"Decrement by 1, and then print: {--x}");
18          //x+=2 is the same as x=x+2
19          //this means first add 2 to x, and then store that new
20          //increased value to x
21          WriteLine($"Print after adding 2: {x += 2}");
22          WriteLine($"Print after subtracging 2: {x -= 2}");
23          WriteLine($"Print after dividing by 4: {x /= 4}");
24          WriteLine($"Print after multiplying by 3: {x *= 3}");
25          WriteLine($"Print after incrementing by 1: {++x}");
26      }
27  }
28
29
```