```
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         int x = 5, y = 10;
13         x = y; //assign 10 to be stored at x, copy the data only
14         WriteLine($"x={x}, and y={y}");
15         y = 25;//assign new value to y
16         //this has no impact on x, x still holds 10, and not 25
17         WriteLine($"x={x}, and y={y}");
18
19         //make and set array values
20         int[] arr1 = new int[] { 1, 2 };
21         int[] arr2 = arr1;//assign arr1 to arr2
22         arr2[0] = 10;//change arr2
23         arr2[1] = -5;
24         //notice that arr1 now holds the same values as arr2
25         //in other words, changing the array through arr2 leads to changes
26         //visible through arr1
27         //arr1 and arr2 point to the same place
28         foreach (var item in arr1)
29         {
30             WriteLine(item);
31         }
32     }
33 }
34
35
```