```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         WriteLine("Enter String:");//prompt user
13         string s = ReadLine();//read input from user
14         //s is a collection of characters
15         //as the loop runs, c grabs each character
16         //WriteLine prints the numerical version of each character
17         //by applying a cast with (int)c
18         foreach(char c in s)
19         {
20             WriteLine((int)c);//write individual character on its own line
21         }
22     }
23 }
24
25
```