

```
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 for input
13        string s;//variable will be used to collect input from user
14        int counter = 1;//loop counter
15        do
16        {
17            s = ReadLine();//read input from user
18            WriteLine(s.ToUpper());//display upper cased version of input
19            counter++;//add one to counter
20        } while (counter <= 2);//check condition on bottom
21    }
22 }
```