

```
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; //declaring and assigning a variable in one line
13        {
14            WriteLine(x); //print value of x
15            x = 6; //assign new value to x
16            WriteLine(x); //print updated value of x
17            int y = 10; //declare and assign value to y
18            WriteLine(y); //print the value of y to the screen
19        }
20        //it's not possible to reach y outside the curly braces
21        //between which it's defined
22        //WriteLine(y);
23    }
24 }
25
26
```