

```
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 using System;
6 //outermost level of grouping
7 class Program
8 {
9     //Main is a method
10    //this is the entry point into program
11    static void Main()
12    {
13        double x;//declare x
14        try
15        {
16            //1) ReadLine() runs first
17            //2) Parse runs second
18            //3) Value is stored to x third
19            x = double.Parse(ReadLine());
20            //line below displays 110% of x
21            WriteLine($"110% of {x} = {1.1 * x}");
22        }
23        //FormatException is a class
24        //ex is an object of that type
25        //ex carries a property called Message, among many others
26        catch (FormatException ex)
27        {
28            WriteLine(ex.Message);//runs when input not convertible
29                                //for example, when somebody types "Five"
30        }
31        finally
32        {
33            WriteLine("Your input has been processed.");//always runs
34        }
35    }
36 }
37
38
```