

```
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        string s = "In"; //store the word in
13        //the letter I is at index 0
14        //the letter n is at index 1
15        //s.Substring(0,1)=I, s.Substring(1,1)=n
16        //1) set i=0, 2) check condition in middle 3) run code
17        //4) increment i with i++, 5) check condition again
18        //6) repeat block of code
19        for(int i=0;i<s.Length;i++)
20        {
21            WriteLine(s.Substring(i, 1));
22        }
23    }
24 }
25
26
```