```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 Input");//prompt user
13         int cursorPosition = int.Parse(ReadLine()); //read as string, convert to int, store to variable
14         //a window that is 80 wide stores at positions 0 to 79
15         //so the condition on the left below is "0<=" and on the right it's "<WindowWidth"
16         //if the width is 80, and you input 80, an error occurs
17         if(0<=cursorPosition && cursorPosition<WindowWidth)
18         {
19             CursorLeft = cursorPosition;//set cursor position only if input is within window
20             WriteLine("x");//write x at that position
21         }
22         else
23         {
24             //when input from user is outide allowed range
25             CursorLeft = 0;//move cursor to first position at location 0
26             WriteLine("Incorrect position entered.");//print message
27         }
28     }
29 }
```