

```
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 input = ReadLine();//read input from user
13        int cursorPosition = int.Parse(input);
14        //if the width is 80, the allowed positions go from 0 to 79, NOT from 1 to 80
15        //for example, if input is -10, cursorPosition<0 is true
16        //so the whole operator || evaluates to true
17        //meaning lines 20 to 21 run
18        if(cursorPosition < 0 || cursorPosition>=WindowWidth)
19        {
20            CursorLeft = 0;
21            WriteLine("Incorrect position entered.");
22        }
23        else
24        {
25            //these lines run if the input is within the allowed range
26            CursorLeft = cursorPosition;
27            WriteLine("x");
28        }
29    }
30 }
31
32
```