

```
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 Name:");//displaying a prompt
13        string name = ReadLine();//read name from user
14        Title = $"Welcome, {name}";//set title of window
15        //constant, meaning its value never changes
16        //number of months is always 12, days in a week is always 7
17        const ushort numberOfSides = 3;//create constant
18        WriteLine("Enter length of side:");//get length of side from user
19        double lengthOfSide = double.Parse(ReadLine());//read input and convert to numerical form
20        WriteLine($"Distance is {numberOfSides * lengthOfSide}");//display length of everything
21    }
22 }
23
24
```