```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 String:");//prompt user for input
13         string s = ReadLine();//read input from user as a string
14         //line below first gets the length of the input, and then
15         //shows it back to the user
16         WriteLine($"The length of your input is {s.Length}");
17         WriteLine("Enter Value:");//prompt user for numerical value
18         //1) ReadLine() reads string
19         //2) Parse converts to numerical form if possible
20         //3) result is stored to x
21         double x = double.Parse(ReadLine());
22         //display x increased by 10 %
23         //at run time, {x} is replaced with the value of x
24         //at run time, {x*1.1} is replaced by 1.1*x, or 110% of x
25         WriteLine($"{x} increased by 10% is {x * 1.1}");
26     }
27 }
```