```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 Person
 7  {
 8      public void SayHello()//declare a single method
 9      {
10          WriteLine("Hello, World!");//print this when method is called
11      }
12      //Main is a method
13      //this is the entry point into program
14      static void Main()
15      {
16          Person per1 = new Person();//instantiate two objects of type Person
17          Person per2 = new Person();//instantiate two objects of type person
18          WriteLine(per1.Equals(per2));//call Equals from Object class
19          per1 = per2;//set per2 equal to per1
20          WriteLine(per1.Equals(per2));//this time Equals returns true
21          per1.SayHello();//call SayHello()
22          WriteLine(per1.ToString());//get a string representation of per1
23      }
24  }
25
26
```