

```
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     //private means accessible only here
9     //static means call through name
10    //void means does not return a value
11    //ref keyword means essentially that simple types like doubles
12    //can be passed by reference
13    private static void Swap(ref double x, ref double y)
14    {
15        double temp = x; //store x to a temporary variable
16        x = y; //assign the value of y to x
17        y = temp; //assign the value x to y
18    }
19    //Main is a method
20    //this is the entry point into program
21    static void Main()
22    {
23        double x=25, y=50; //must set values of x and y
24        WriteLine($"x={x}, y={y}"); //display them
25        Swap(ref x, ref y); //be sure to use ref when calling Swap
26        WriteLine($"x={x}, y={y}"); //this line confirms values are switched
27    }
28 }
29
30
```