```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      //public means that this method can be reached by code anywhere
9      //static means that we can call the method directly through the name Sum
10     //double means that a result of datatype double is returned
11     //double x, and double y are the paramters
12     public static double Sum(double x, double y)
13     {
14         return x + y;//this line returns the sum of x and y to the calling code
15     }
16     //Main is a method
17     //this is the entry point into program
18     static void Main()
19     {
20         //the values you pass into the function are called arguments
21         WriteLine($"The sum of 4 and 5 is {Sum(4, 5)}");
22         double inputOne = 34, inputTwo = 32;//declare and set two variables of type double
23         double result = Sum(inputOne, inputTwo);//pass value in and get result
24         //show the values of the variables defined, and the value of result
25         WriteLine($"The sum of {inputOne} and {inputTwo} is {result}");
26     }
27 }
28
29
```