

```
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        decimal x;//declare the variable x, named memory location
13        x = 50000;//sets the value of the variable
14        //WriteLine is a function, or method
15        //$ is needed so that {x} is replaced with the actual value of x
16        //when the program runs
17        WriteLine($"Salary={x}");
18        x = 53000;//assign new value to x
19        WriteLine($"Salary={x}");
20    }
21 }
```