Assembling a C# Program
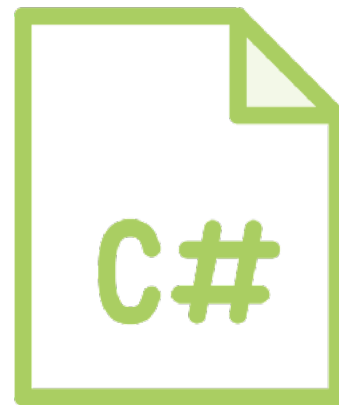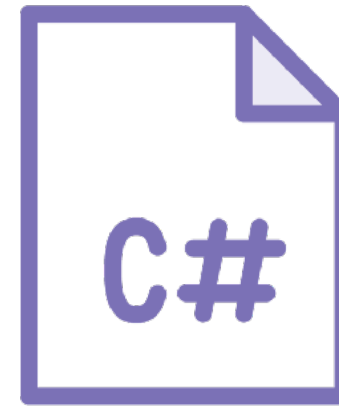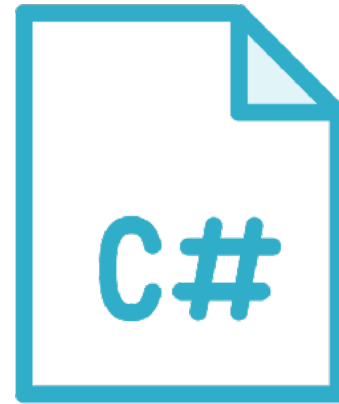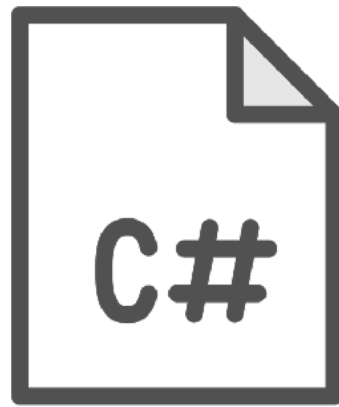
Paolo Perrotta

Freelance Developer
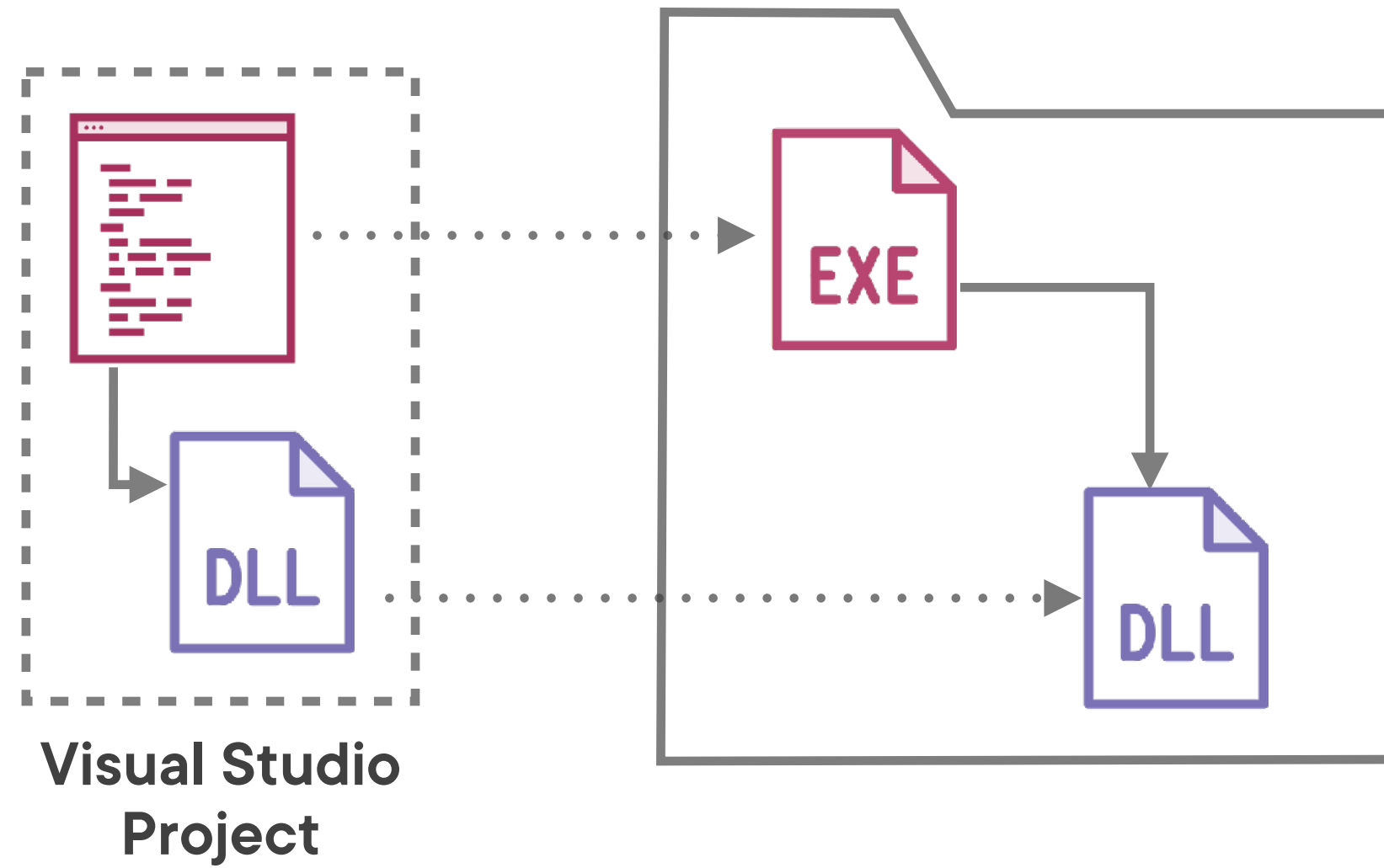
@nusco

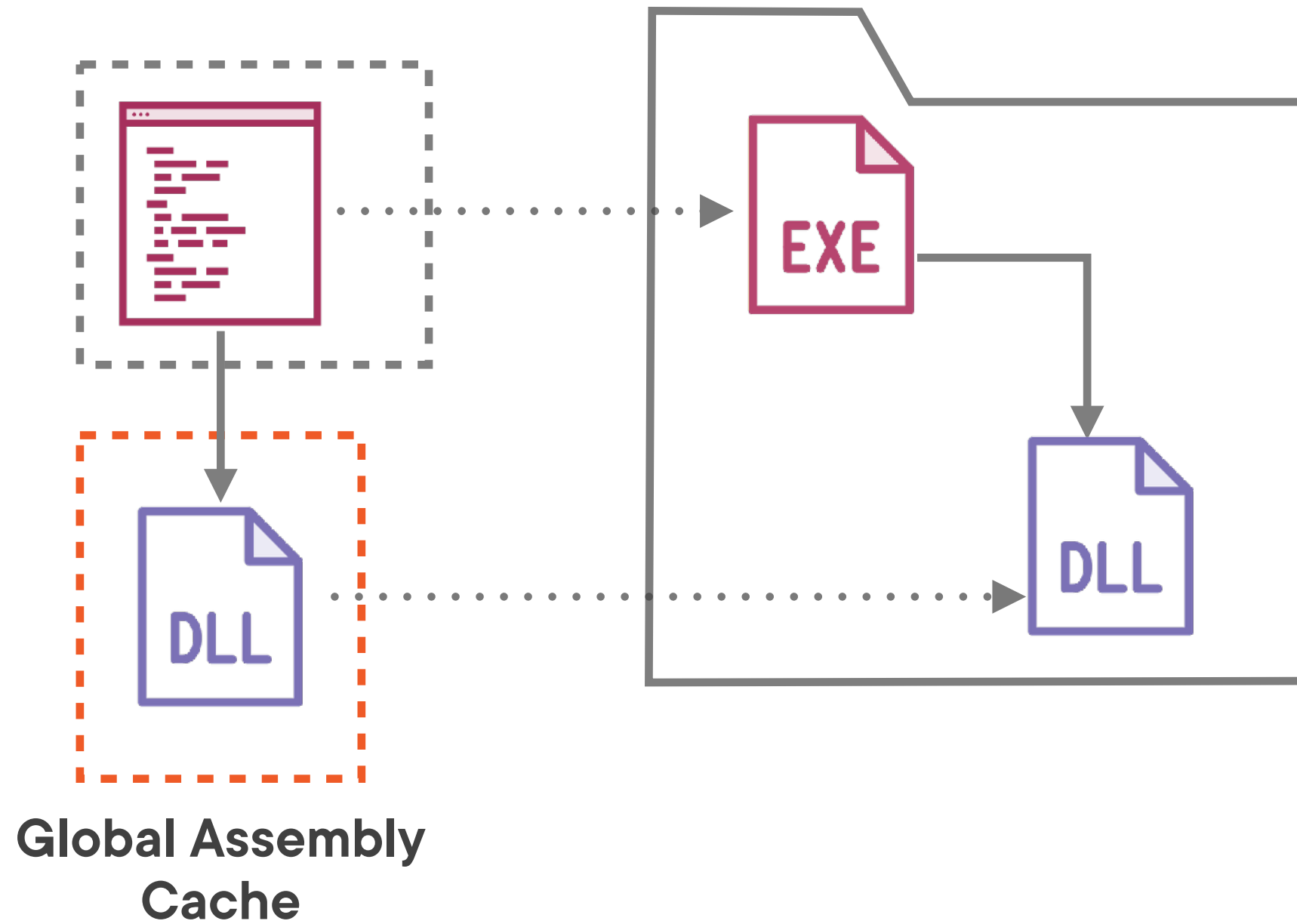# Most Programs Include Many Files
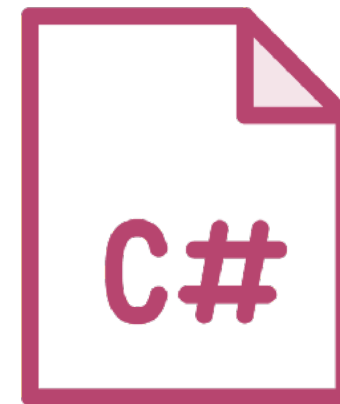
Two Lines That We've Left Behind

```csharp
using System;

namespace MyFirstProgram
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Hello World!");
        }
    }
}
```
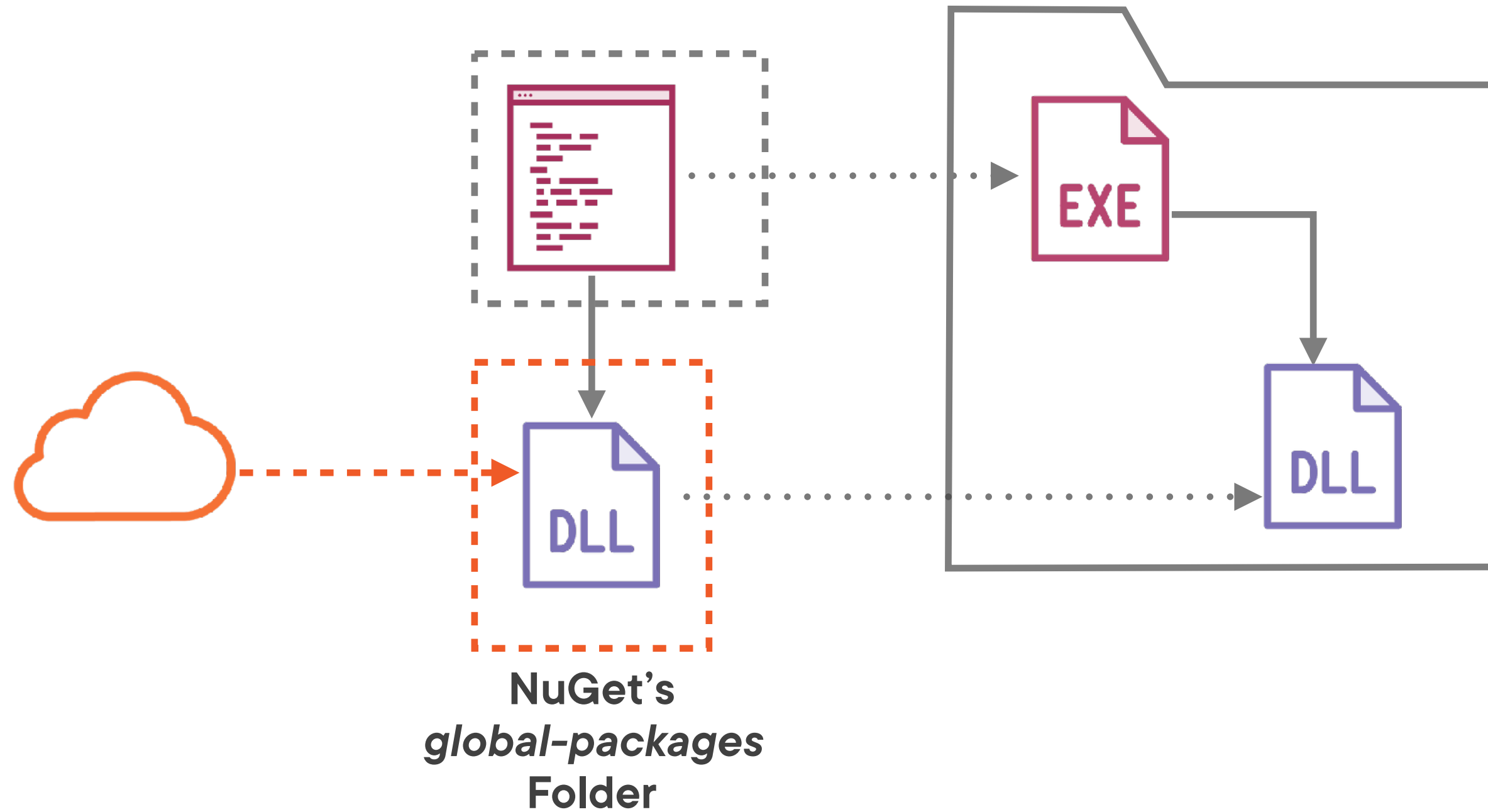
Referencing Libraries

Visual Studio
Project

Referencing Libraries

Global Assembly Cache

Referencing Libraries

NuGet's
global-packages
Folder

Comments

A few ways to write them in C#

```csharp
// This is a comment until the end of the line

/*
 * This is a comment that
 * spans multiple lines.
 */

/// <summary>This is a <i>formatted</i> comment.</summary>

...
```
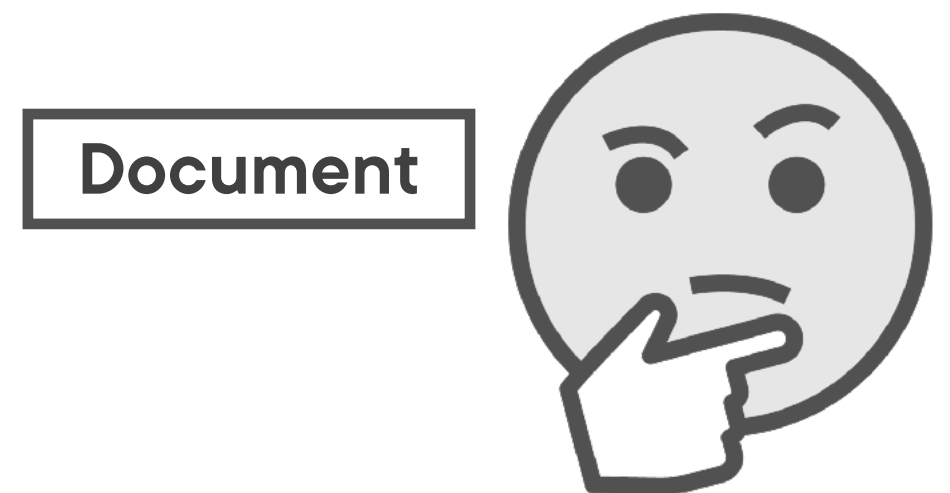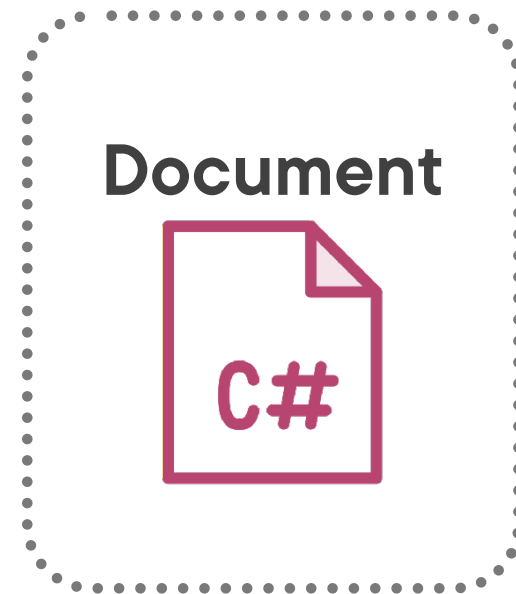
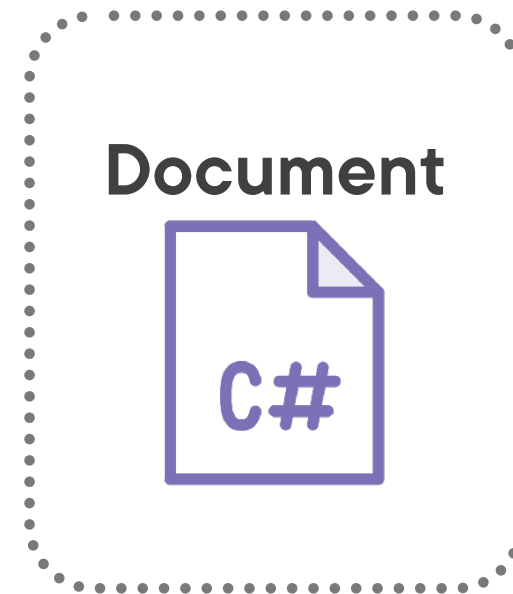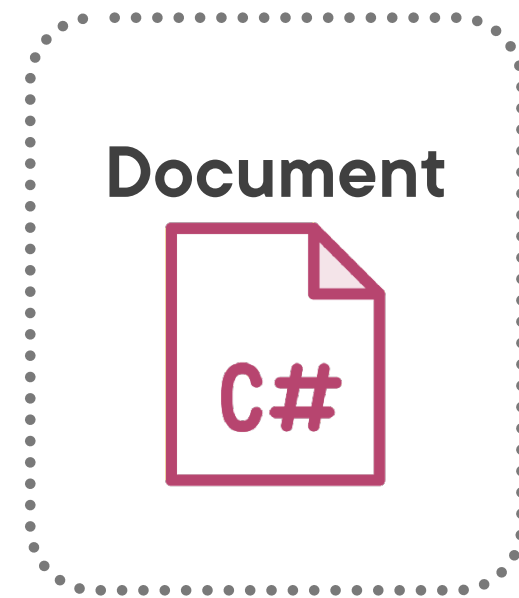# Name Clashes

Namespaces

namespace: Archive

Document
C#

namespace: XML

Document
C#

→ XML.Document

Namespaces

namespace:
MyCoolArchive

Document

C#

namespace:
Globomantics.XML

Document

C#
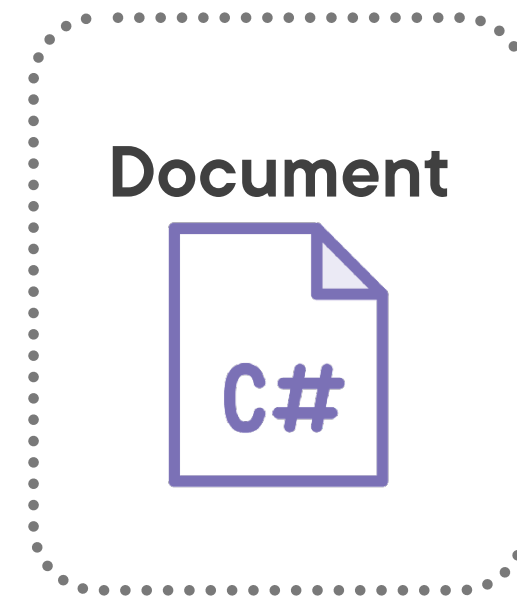
Globomantics.XML.Document

Done!

```csharp
using System;

namespace MyFirstProgram
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Hello World!");
        }
    }
}
```
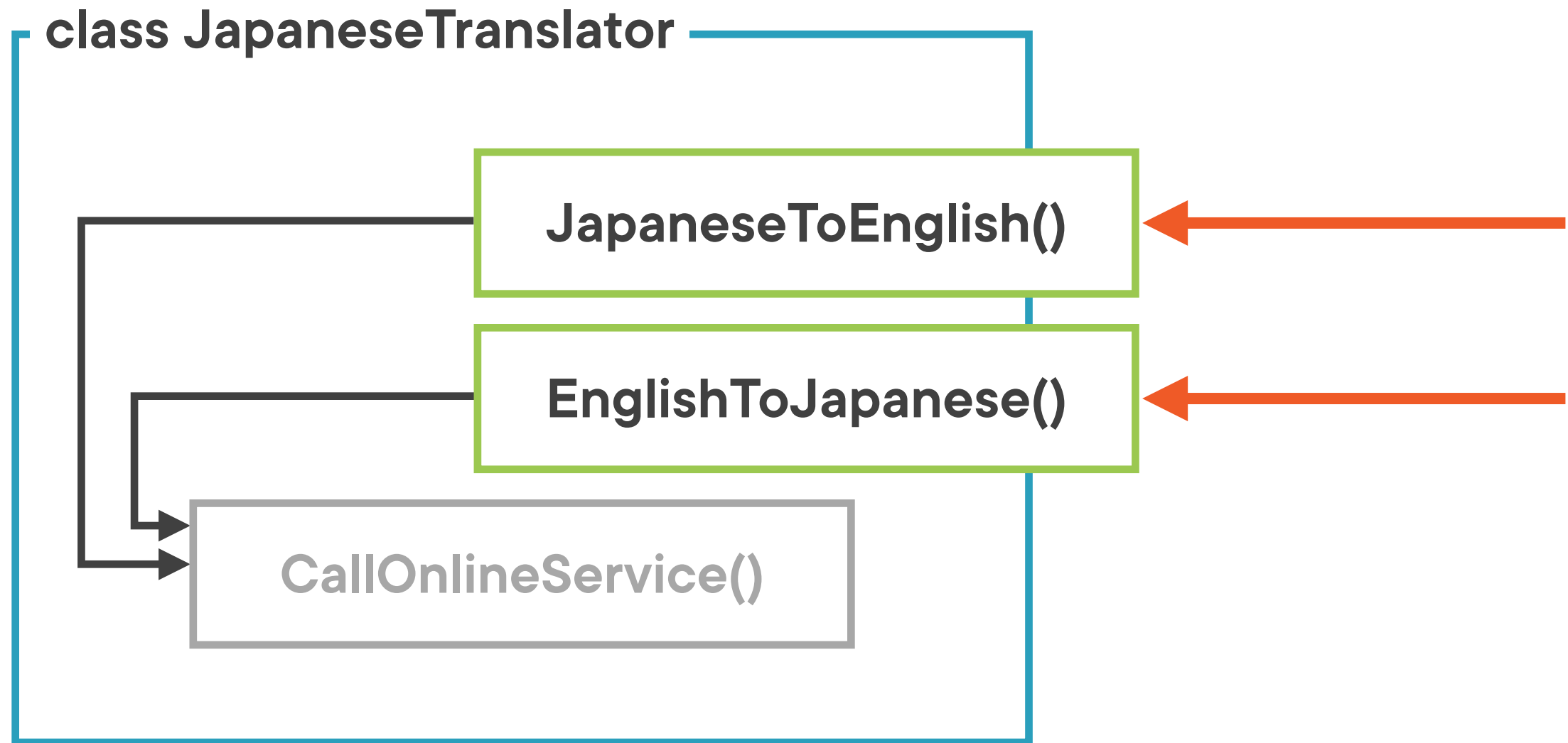
Top Level Statements

```csharp
using System;

Console.WriteLine("Hello World!");
```

Example: A Translator Class

Up Next:
Hunting for Bugs