**1) What are the two major uses for the keyword *using*?**

-The two major uses for the keyword *using* are to bring namespaces into scope (used as a directive) and it can be used in a block of code to dispose an IDisposable object (used as a statement).

**2) What is the purpose of comments? What are the different ways that you can add comments to your code?**

-The purpose of comments are to explain the code that is being used. In C#, there are three different ways to add comments to your code. The first way is using single line comments, which is denoted by “//” at the start of the line. The second way is using multi-line comments, which is denoted by “/\*” at the start of the comment block and “\*/” at the end. The last method of comment entry is called XML Documentation Comments, which is denoted by “///” at the beginning of each line. Additionally, there is a “<summary>” statement at the beginning and a “</summary>” at the end of the XML comment block.

**3) What are variables? In the code below, what are the names of the variables (attributes)?**

-In C#, variables are containers for storing data values. In the code below, the names of the variables are “length” and “width”.

**4) What are Identifiers? What are the basic rules for naming identifiers in C#?**

-In C#, identifiers are the names given to entities such as variables, methods, and classes. They are tokens in a program that uniquely identify an element. The basic rules for using identifiers are:

1 – An identifier cannot be a C# keyword.

2 – An identifier must begin with a letter, an underscore, or a @ symbol. The remaining part of

The identifier can contain letters, numbers, and underscores only.

3 – Whitespaces are not allowed.

4 – They are case sensitive. So, objectName, ObjectName, and objectname represent three

Different identifiers.

**5)What are methods? Where are they declared?**

-In C#, methods are groups of statements that together perform a task. Methods are declared in a class, structure, or interface.

**6) What are primitive data types?**

-In C#, primitive data types are a sub-class of value types. There are numeric types as well as common types used for holding characters, strings, and Boolean values.

**7) Given the following for loop statement, what is the value of the count variable once the loop has finished executing?**

-Once the loop finishes executing, the value of the *count* variable will be 7.