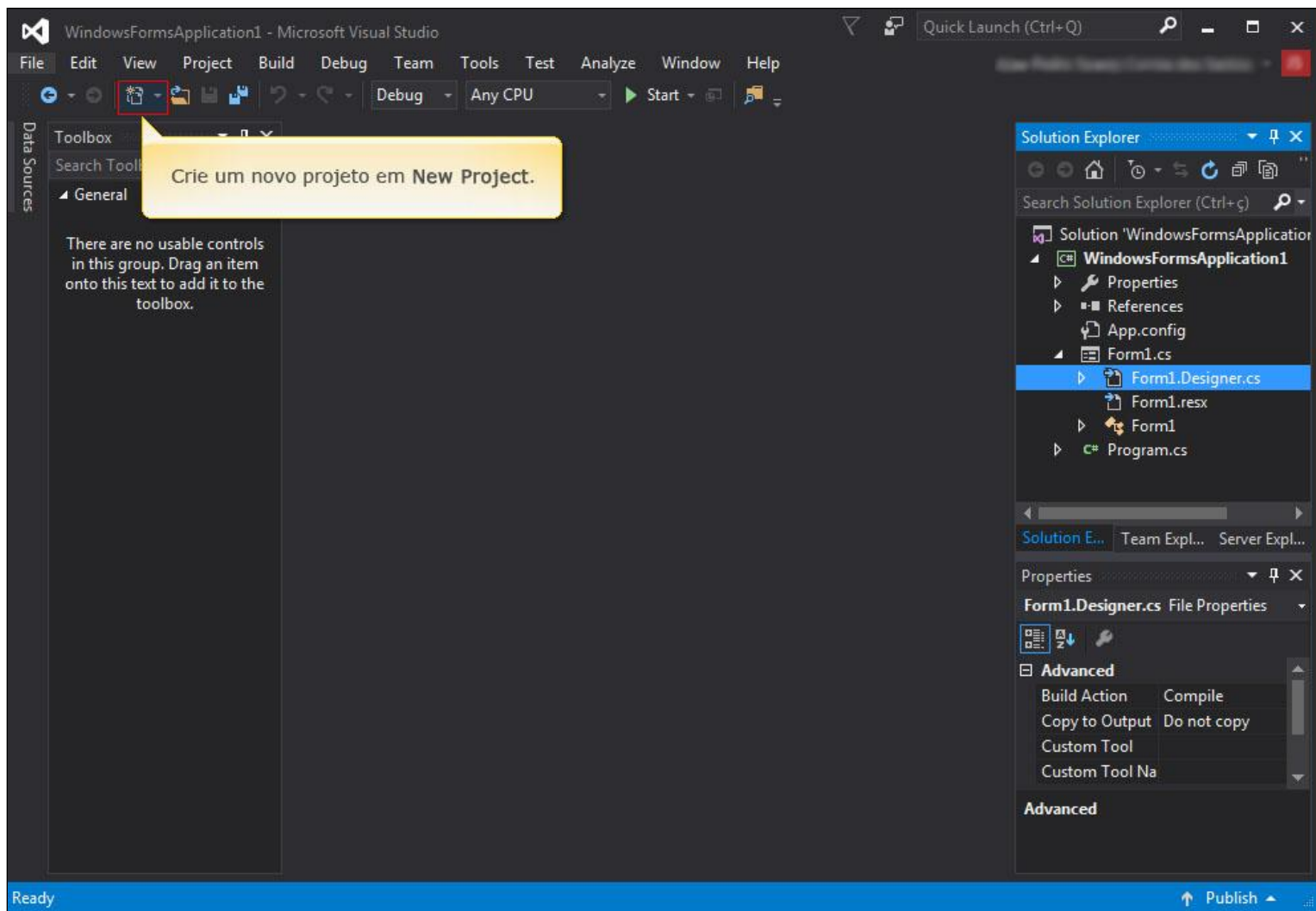
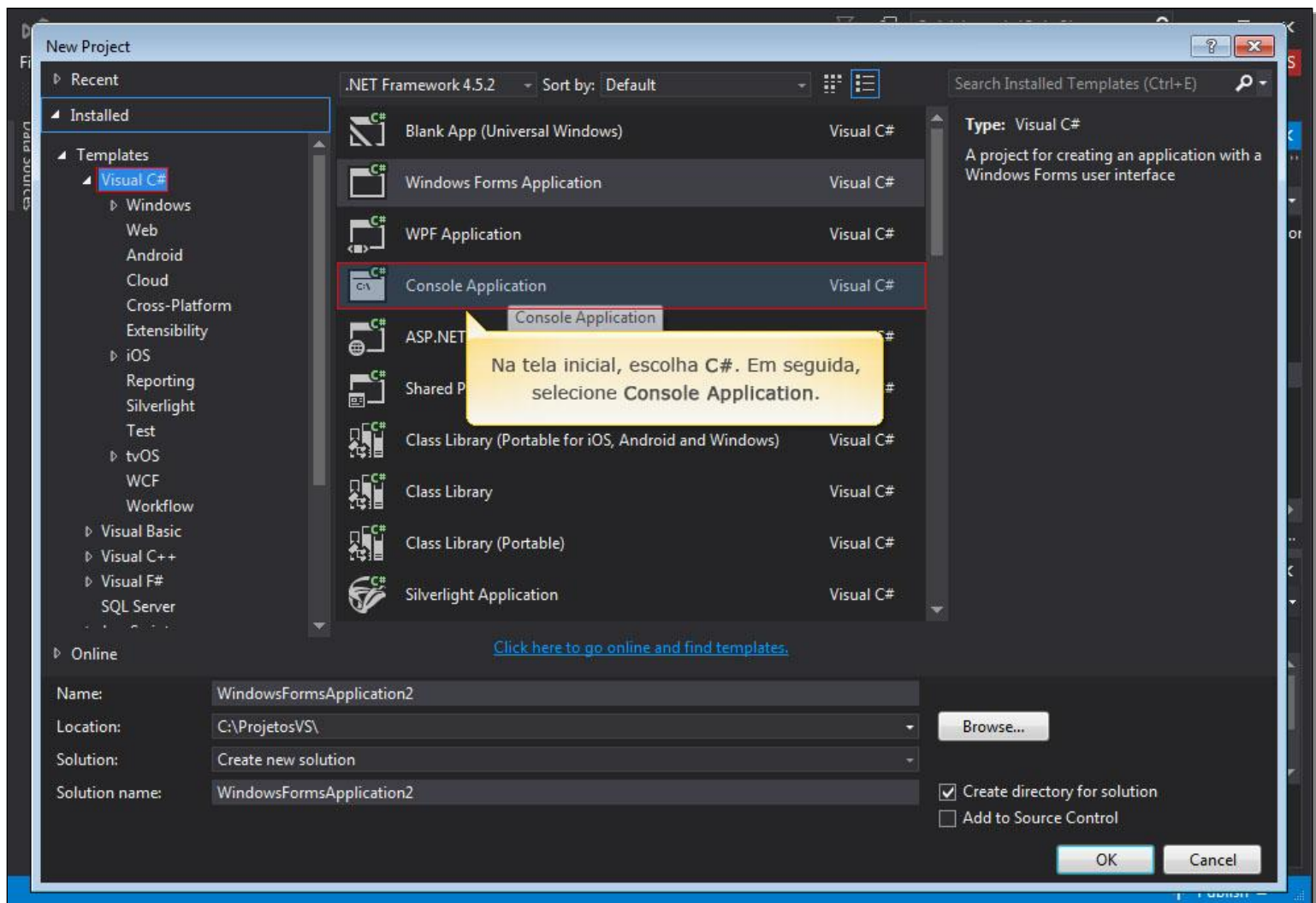
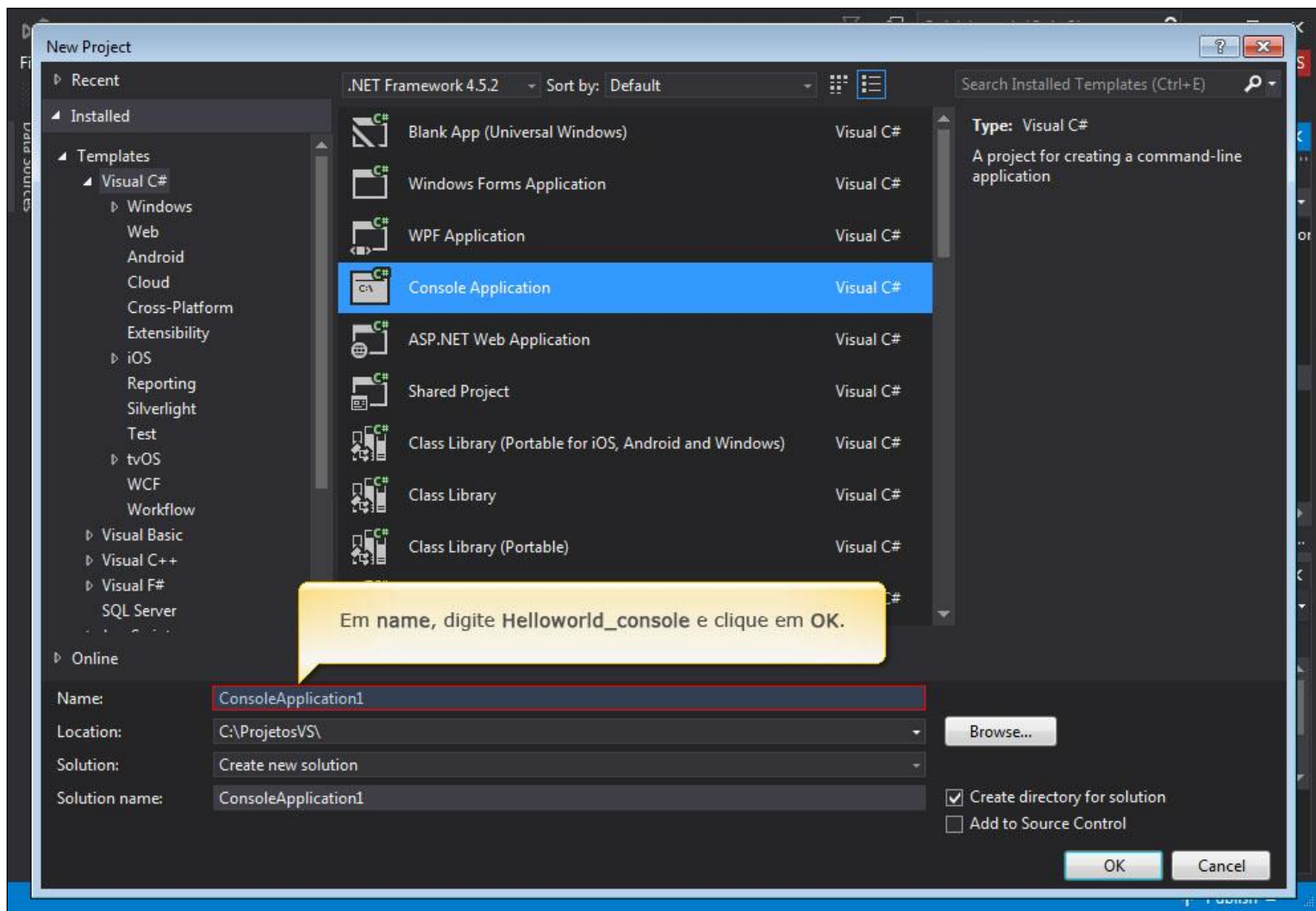
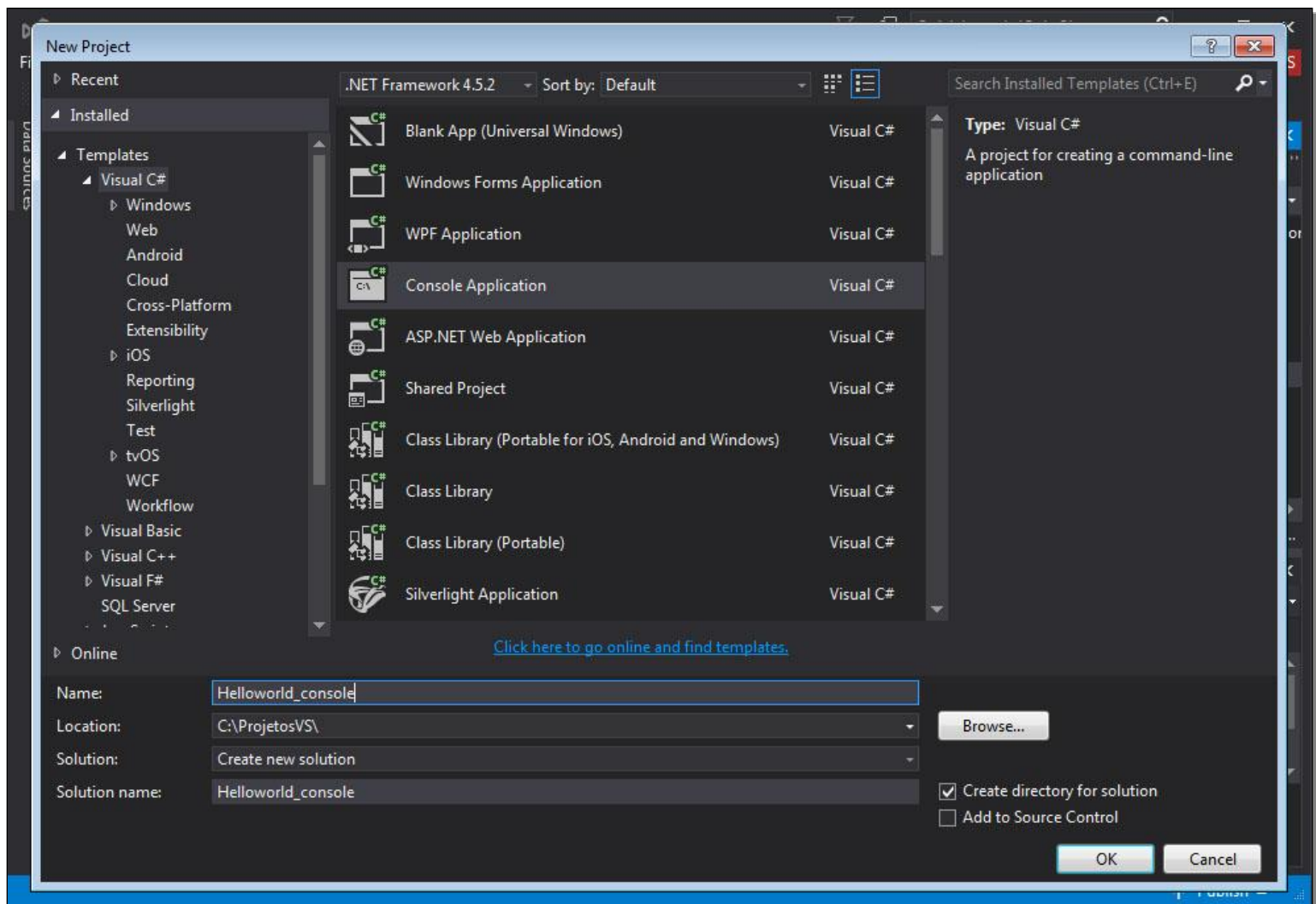


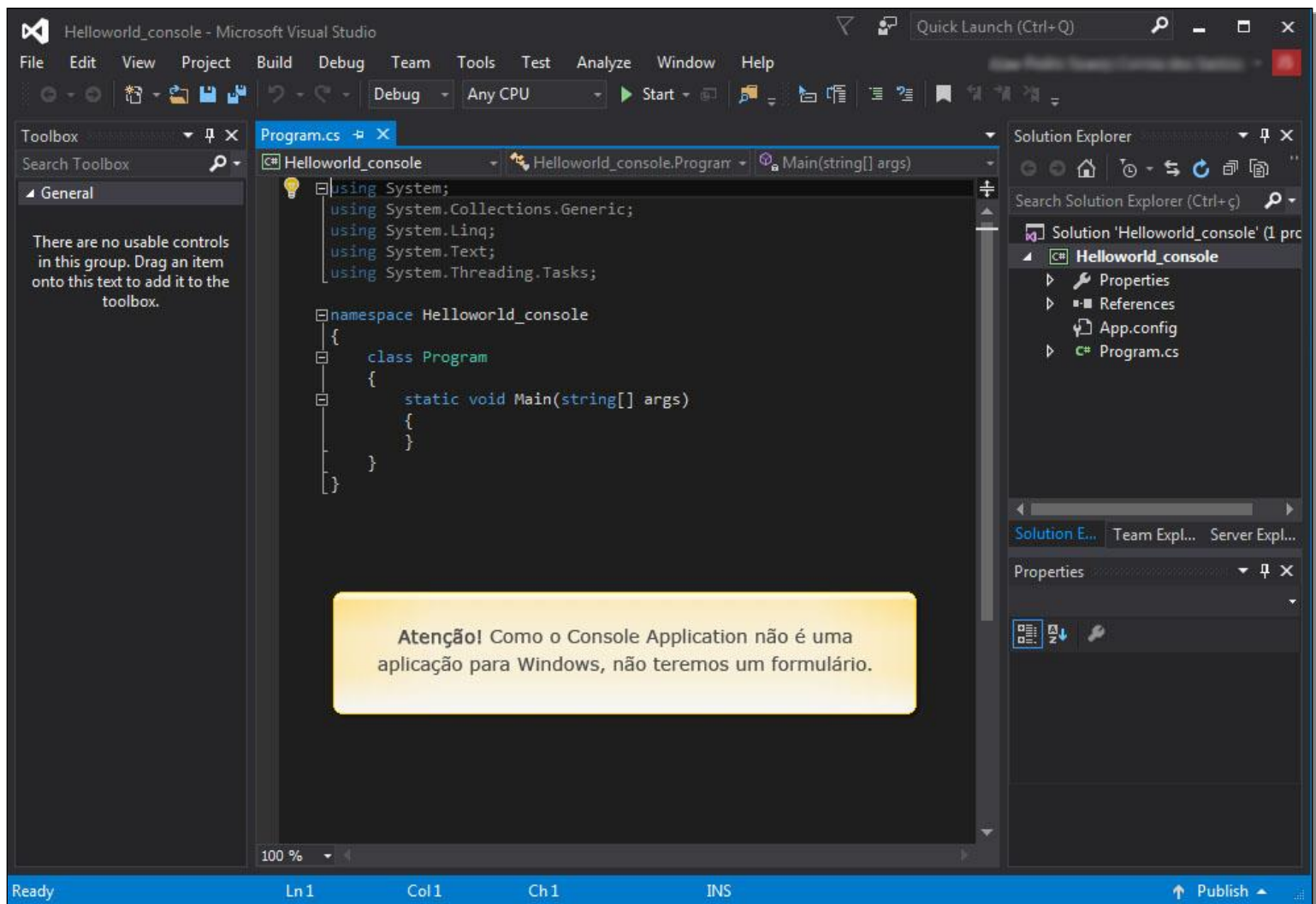
Usando o Console Application

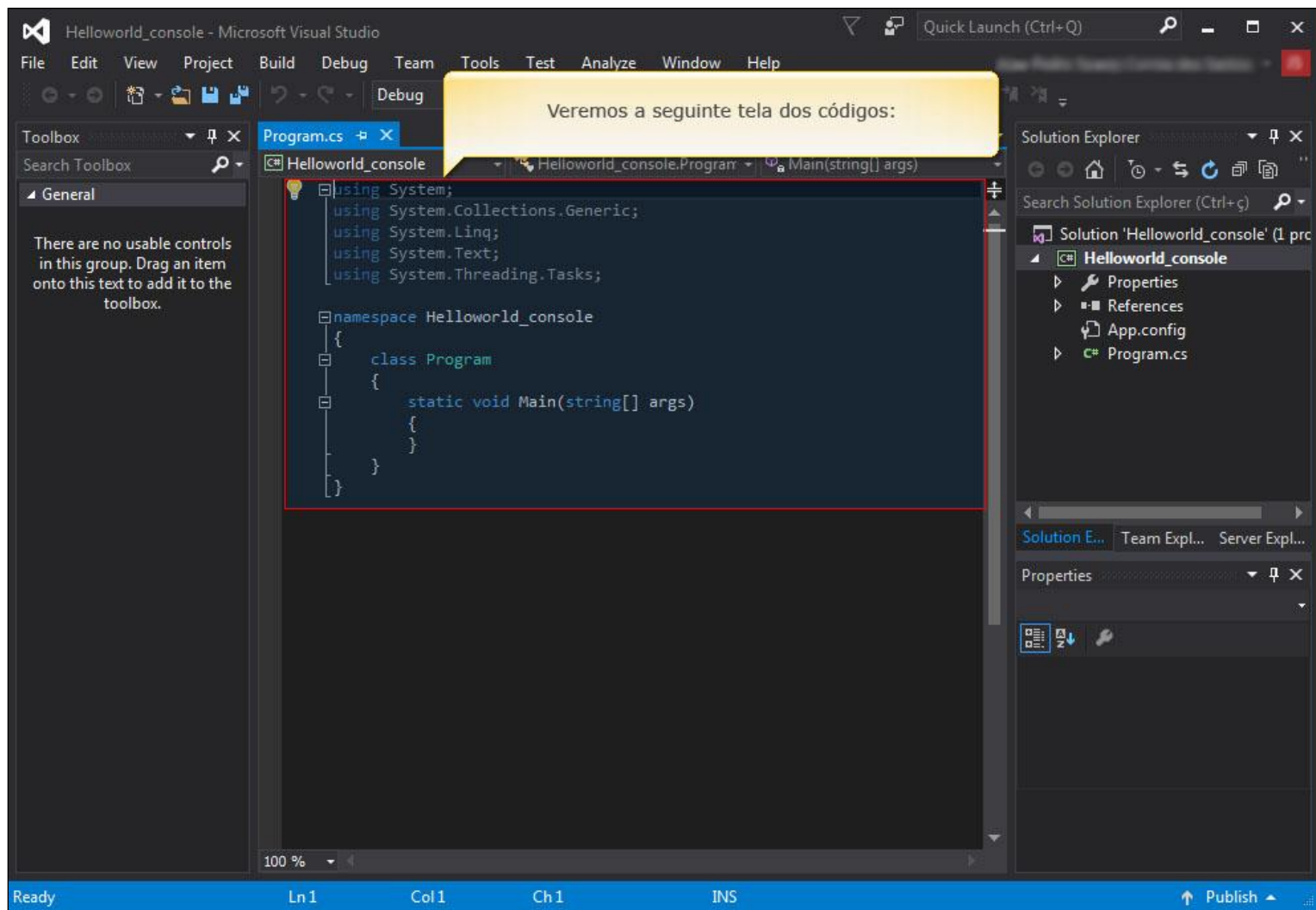


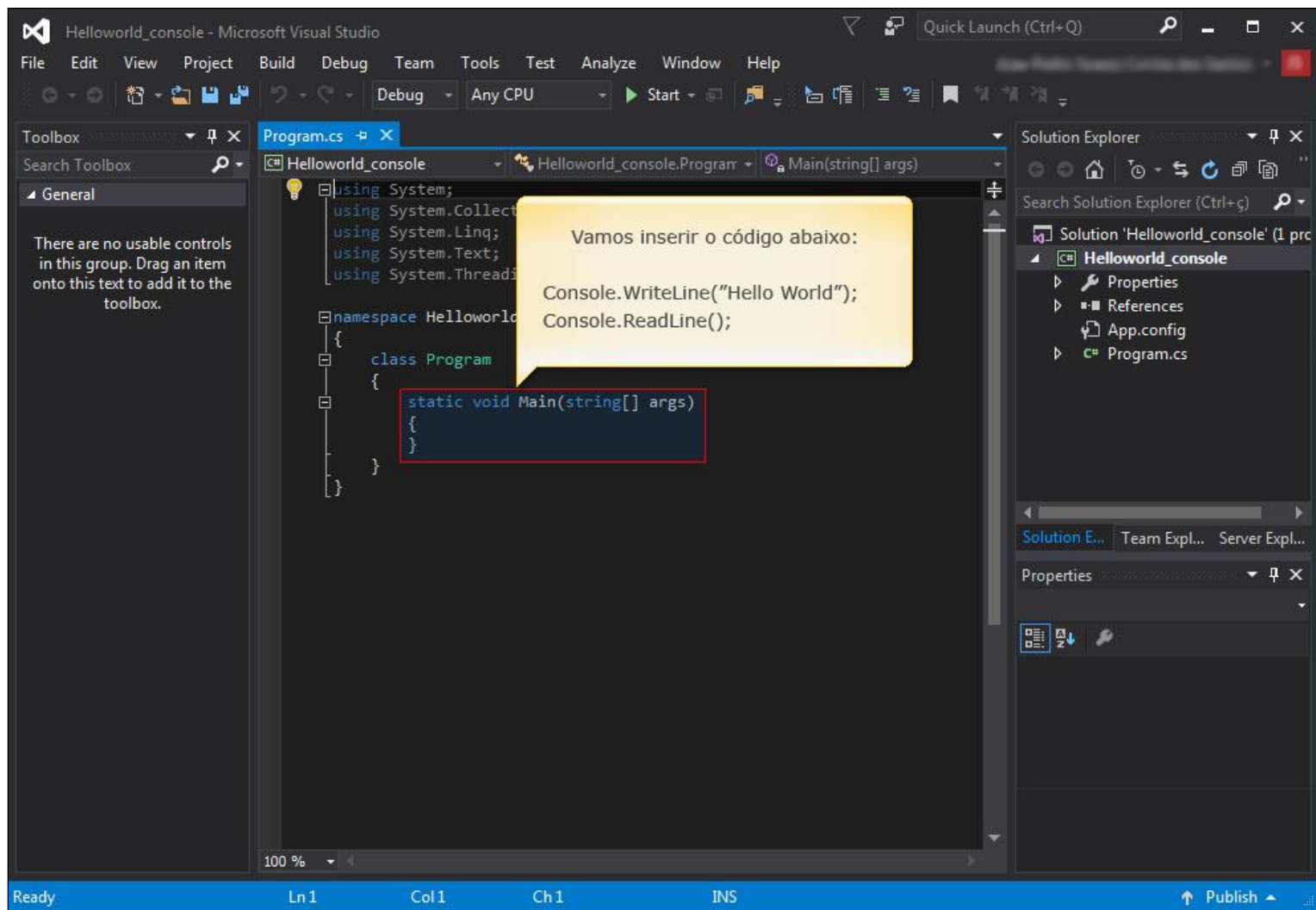




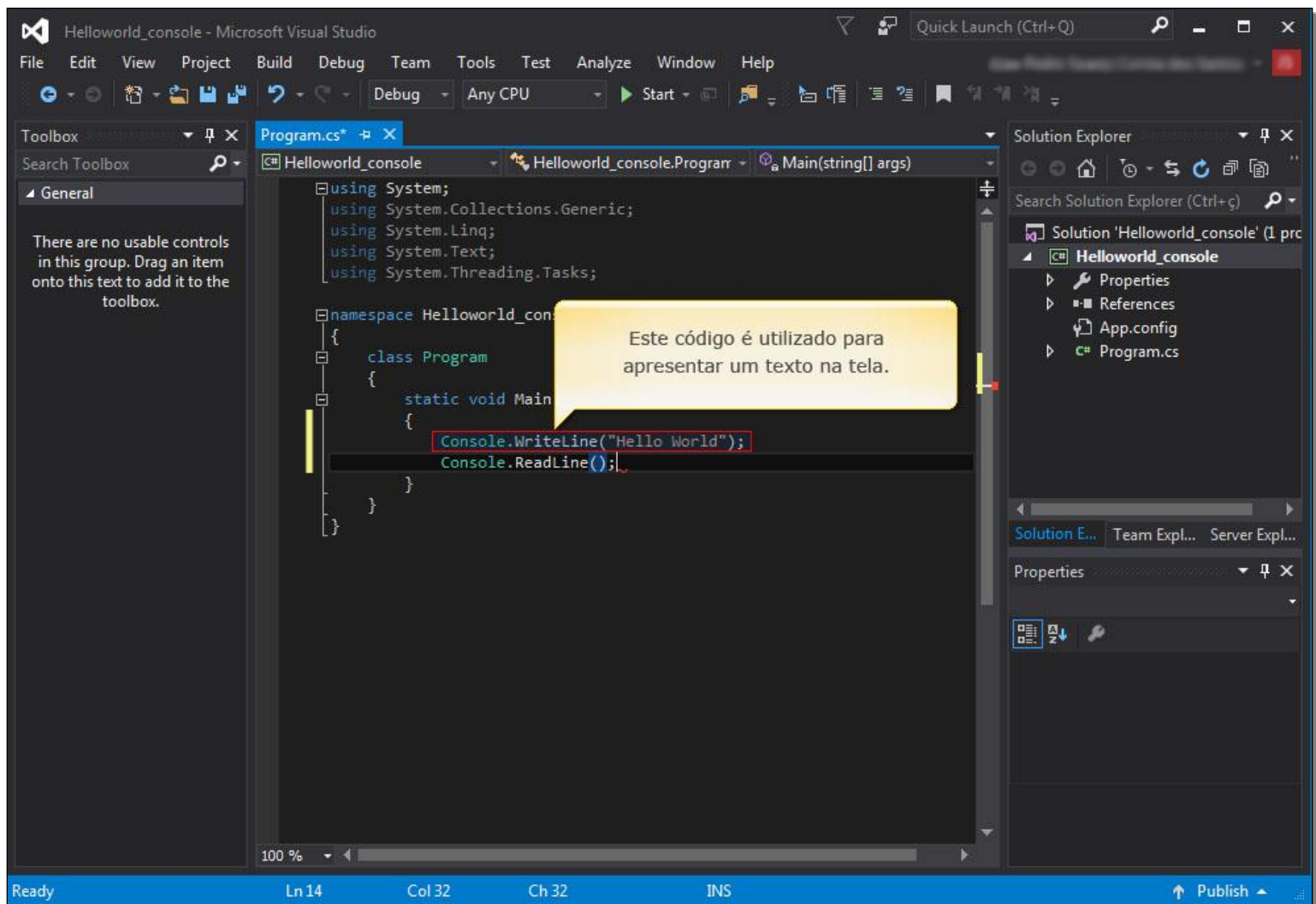


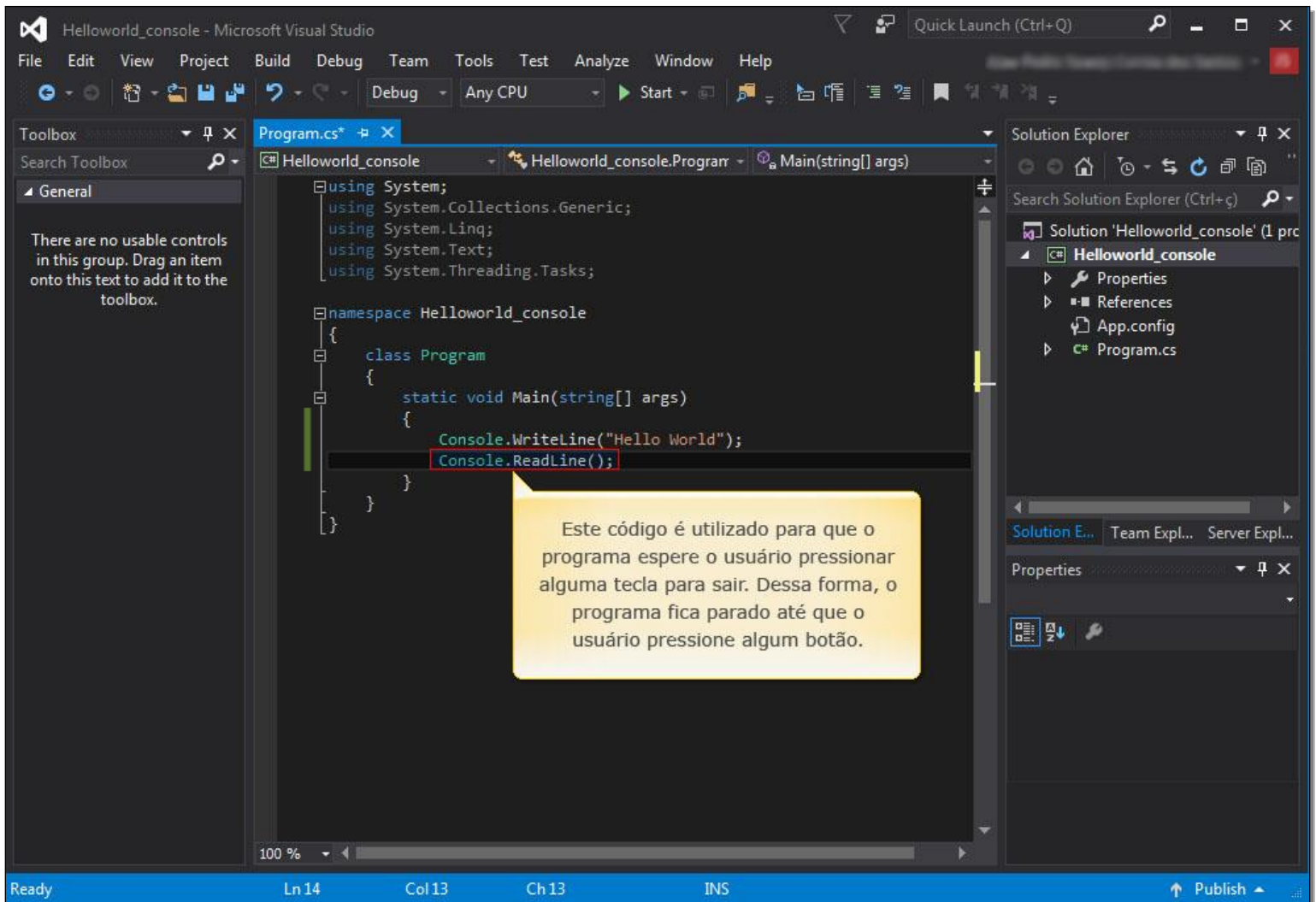


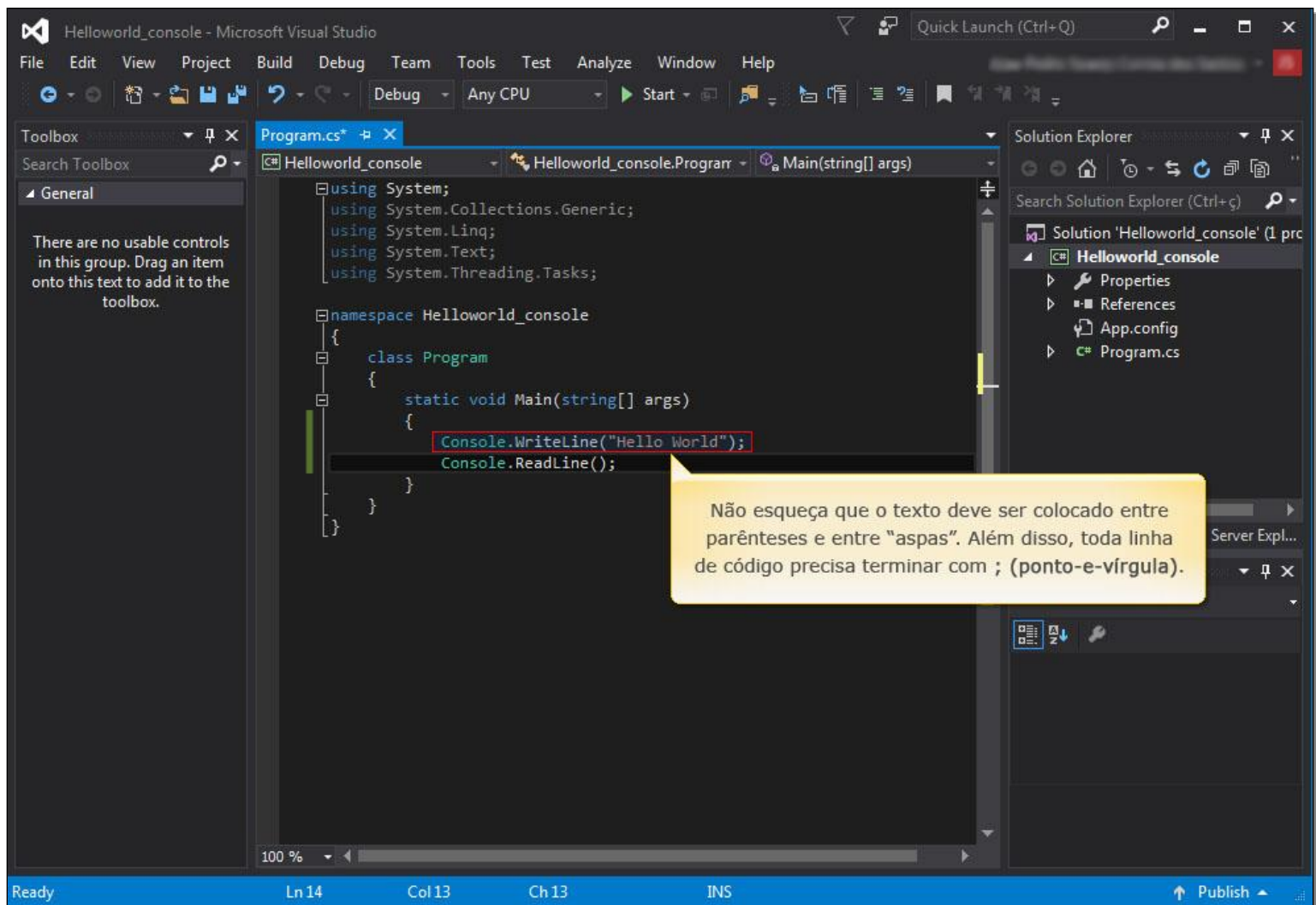





```
Console.WriteLine("Hello World");  
Console.ReadLine();
```







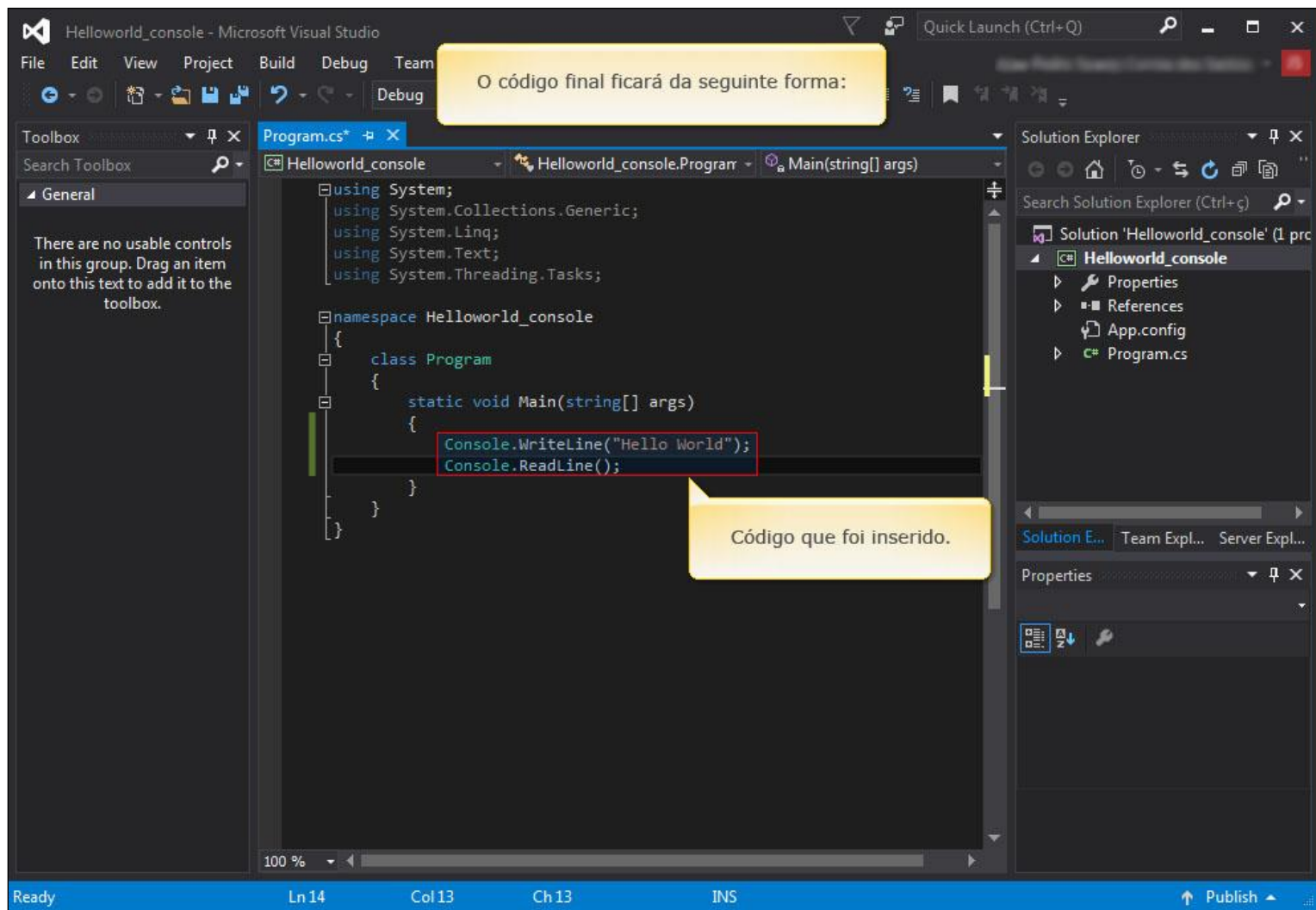
Microsoft Visual Studio interface showing a C# console application named "Helloworld_console". The code in `Program.cs` is as follows:

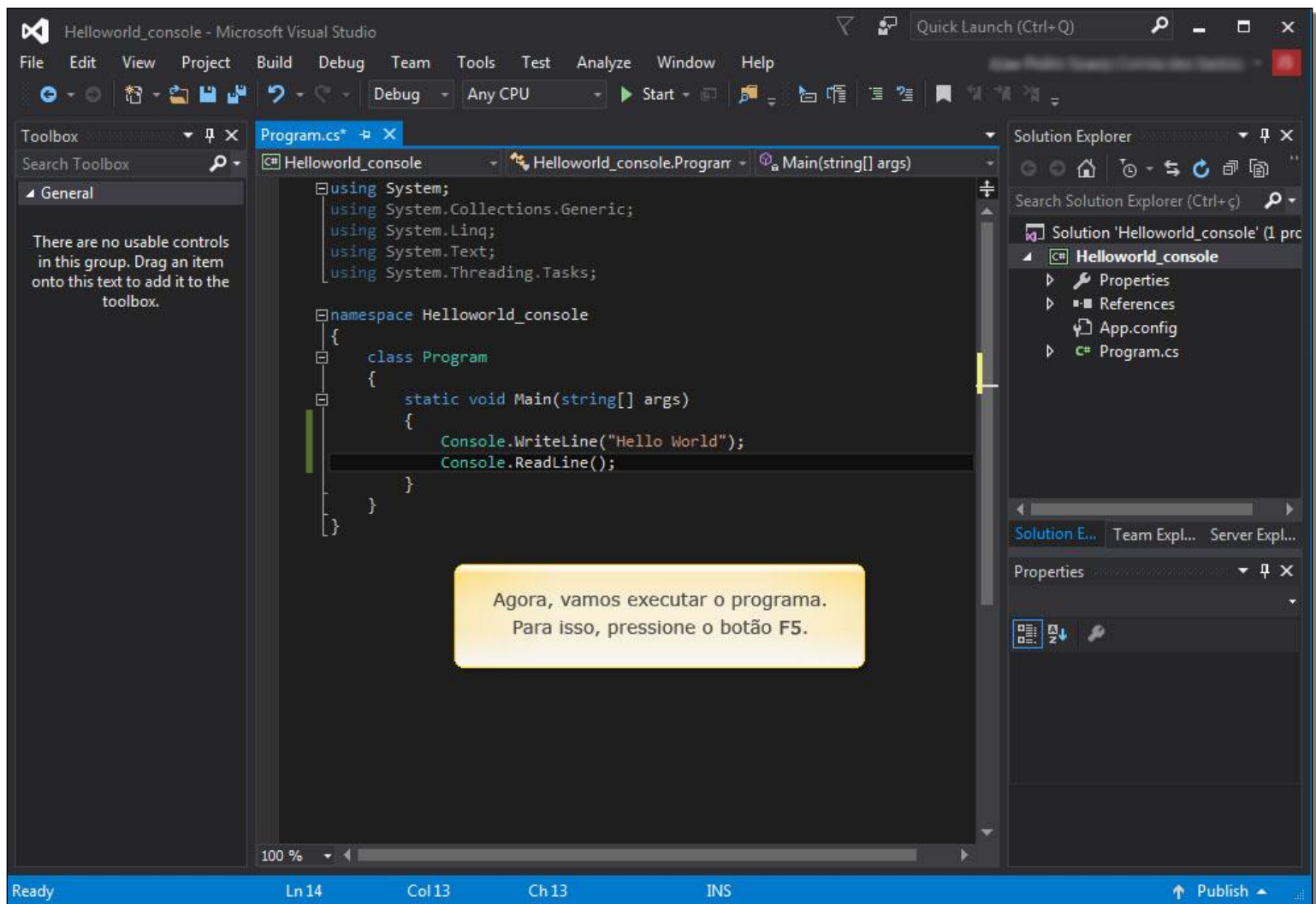
```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

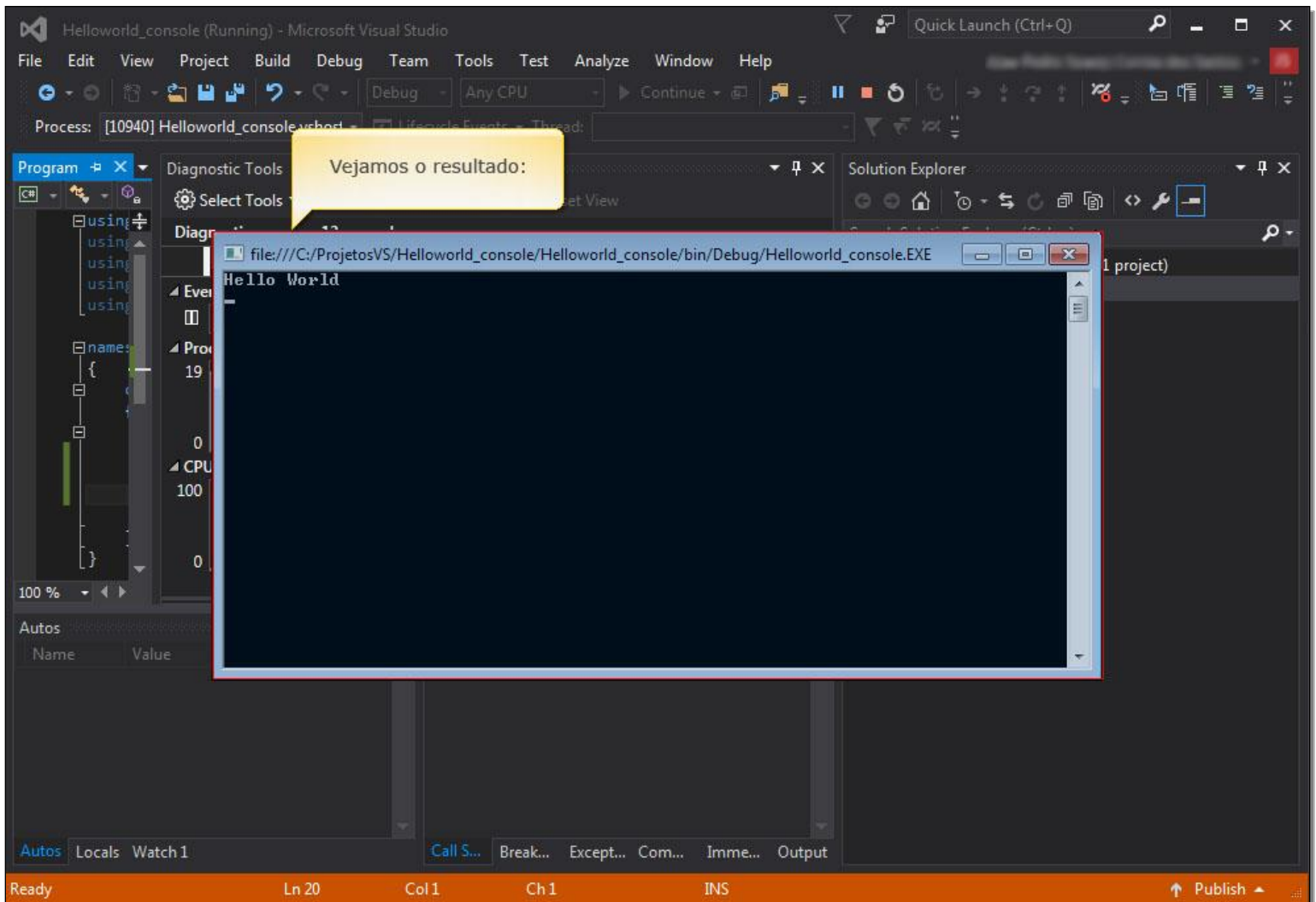
namespace Helloworld_console
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Hello World");
            Console.ReadLine();
        }
    }
}
```

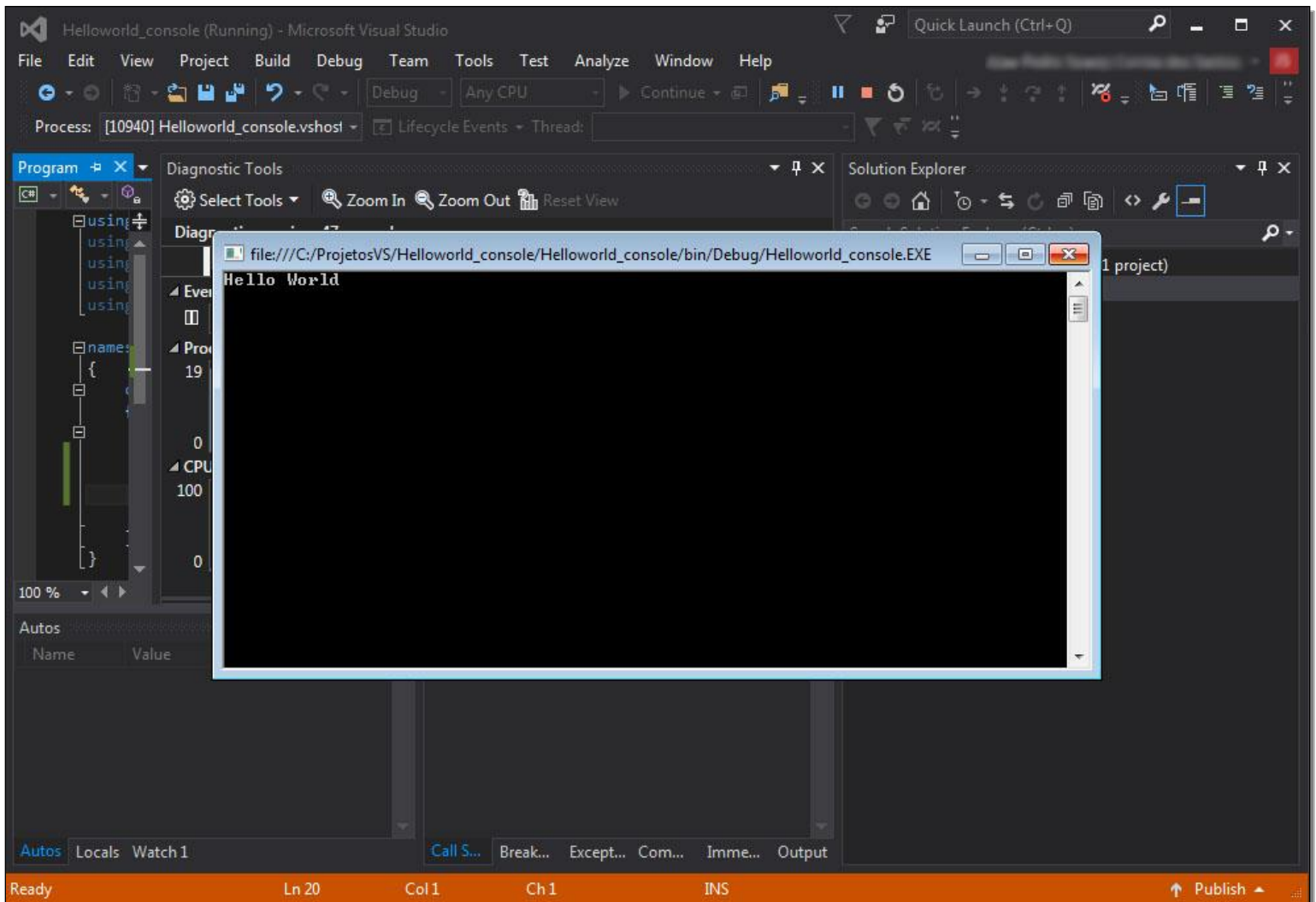
A yellow callout box highlights the `Console.WriteLine("Hello World");` line with the following text:

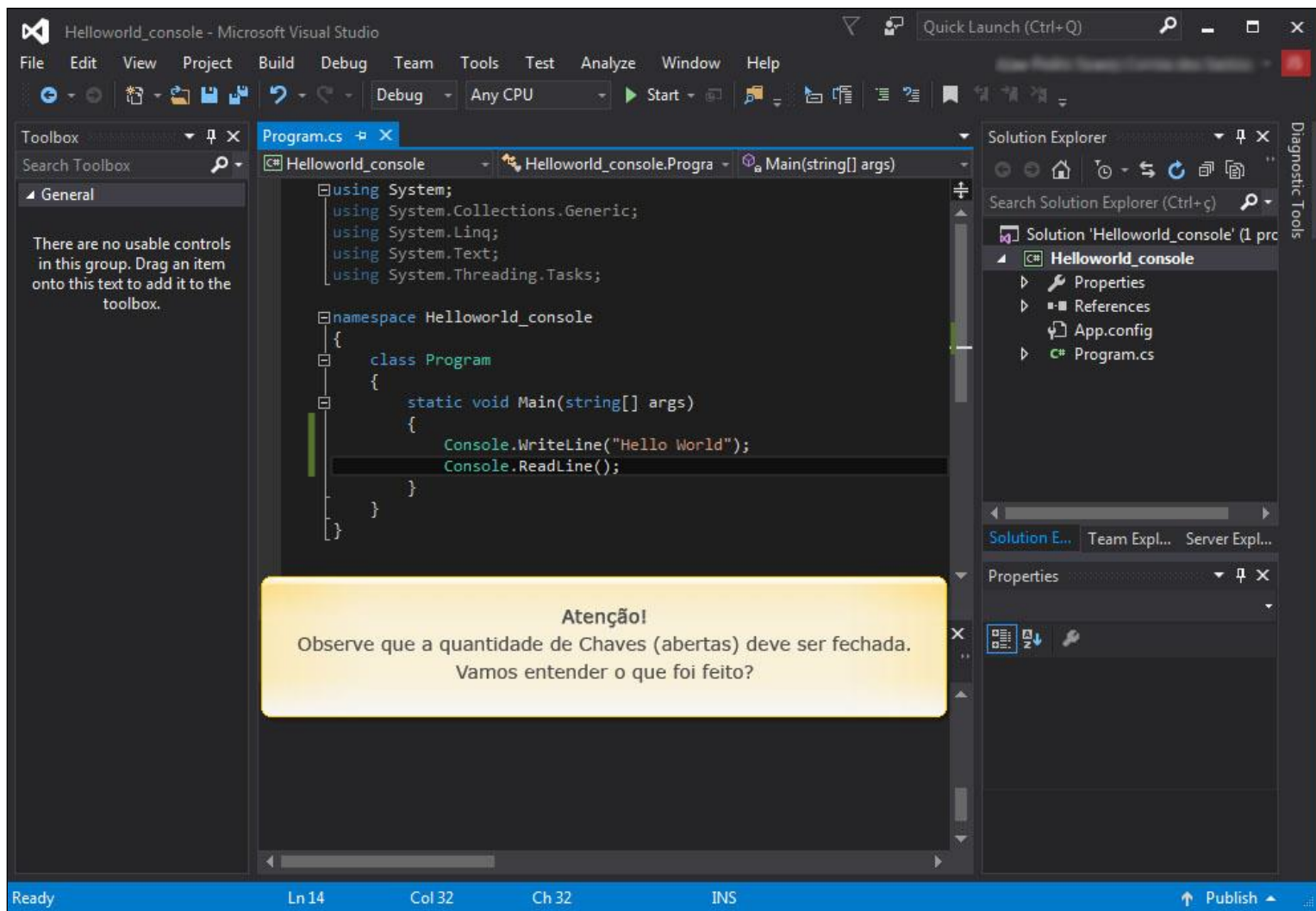
Não esqueça que o texto deve ser colocado entre parênteses e entre "aspas". Além disso, toda linha de código precisa terminar com ; (ponto-e-vírgula).





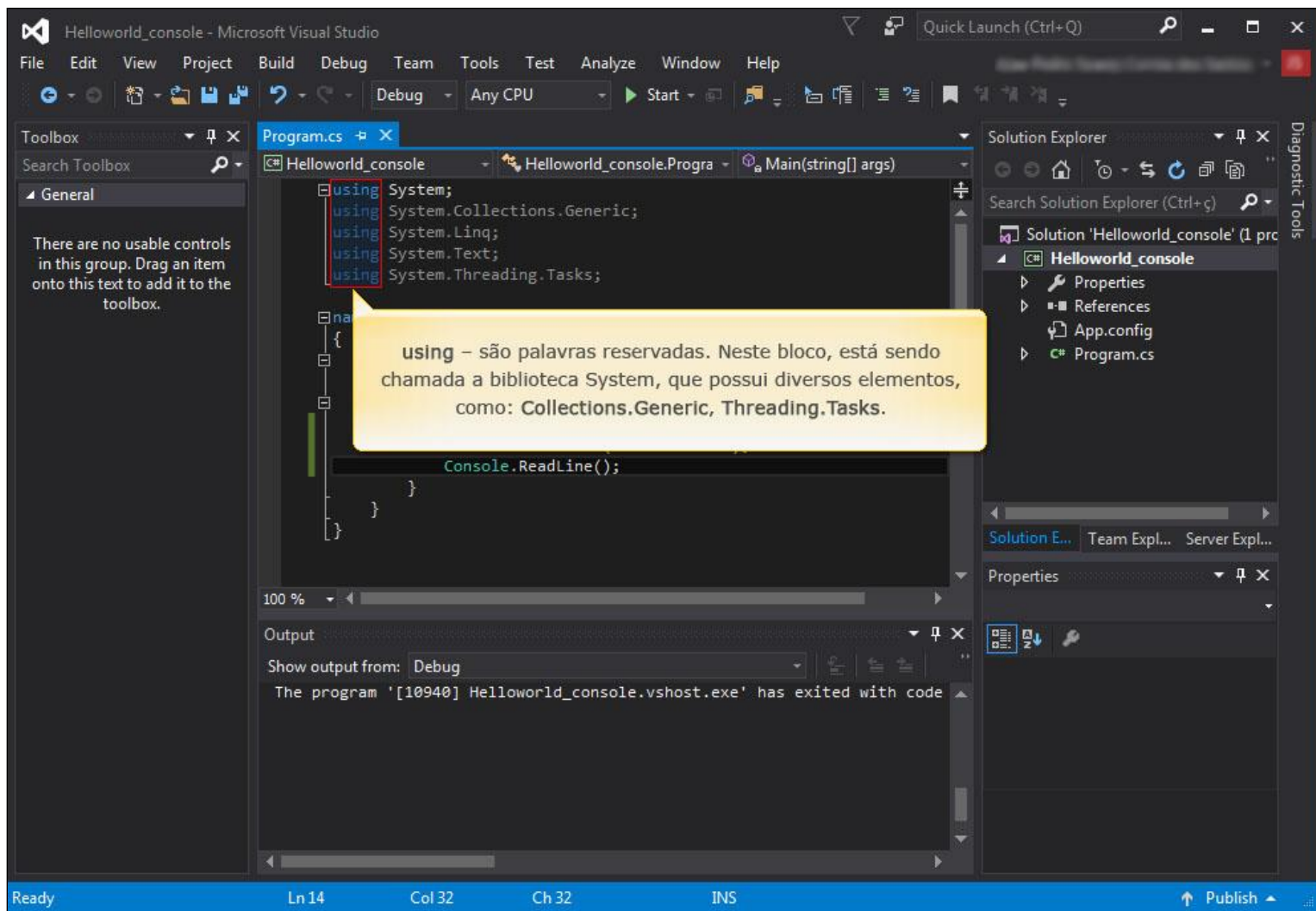






Atenção!

Observe que a quantidade de Chaves (abertas) deve ser fechada.
Vamos entender o que foi feito?



Microsoft Visual Studio interface showing a C# console application named "Helloworld_console". The code in Program.cs includes the following using statements:

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
```

A yellow callout box explains the `using` statement:

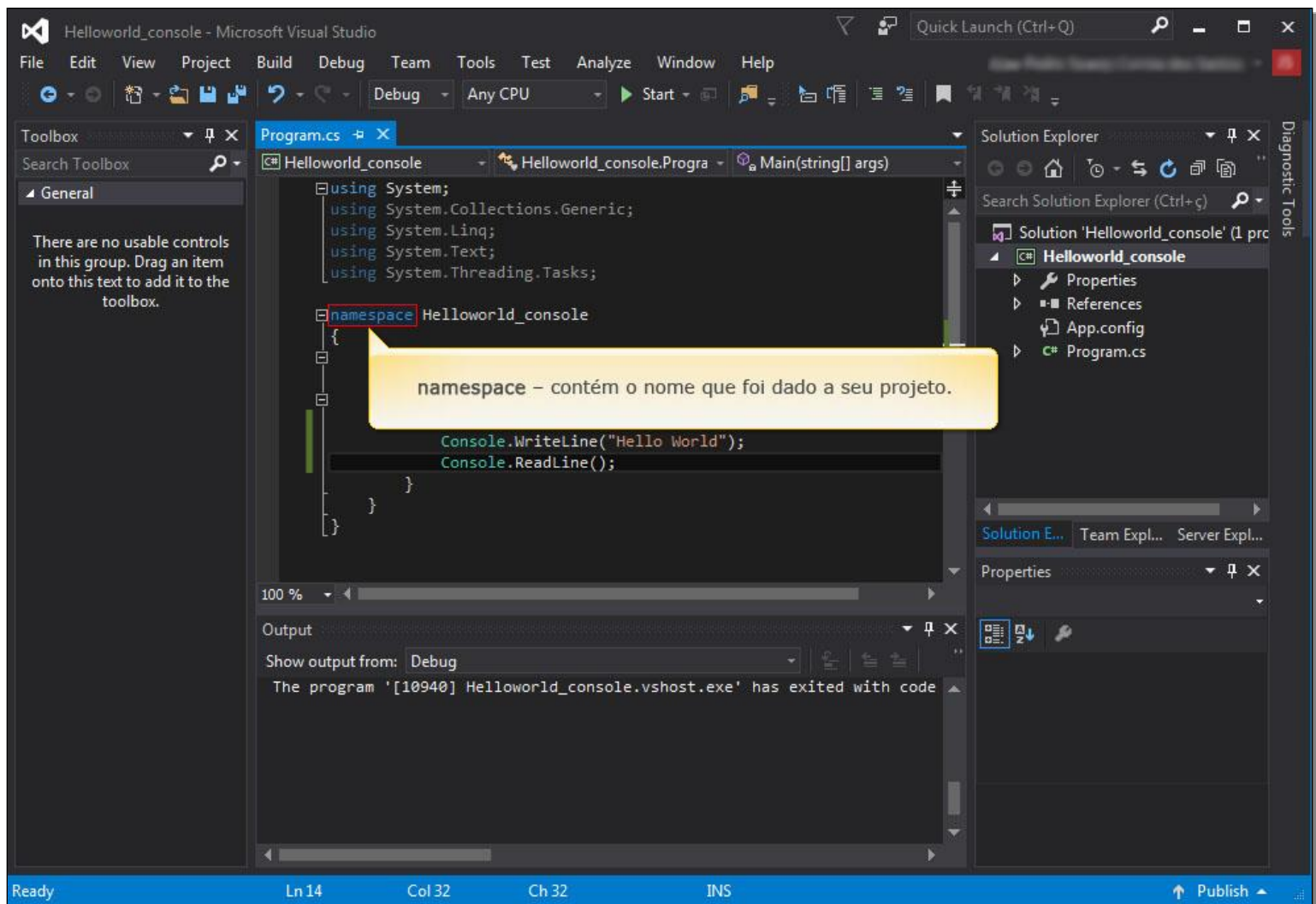
`using` – são palavras reservadas. Neste bloco, está sendo chamada a biblioteca System, que possui diversos elementos, como: Collections.Generic, Threading.Tasks.

The Solution Explorer on the right shows the project structure:

- Solution 'Helloworld_console' (1 project)
- Helloworld_console
 - Properties
 - References
 - App.config
 - Program.cs

The Output window at the bottom shows the program has exited with code 0:

```
The program '[10940] Helloworld_console.vshost.exe' has exited with code
```

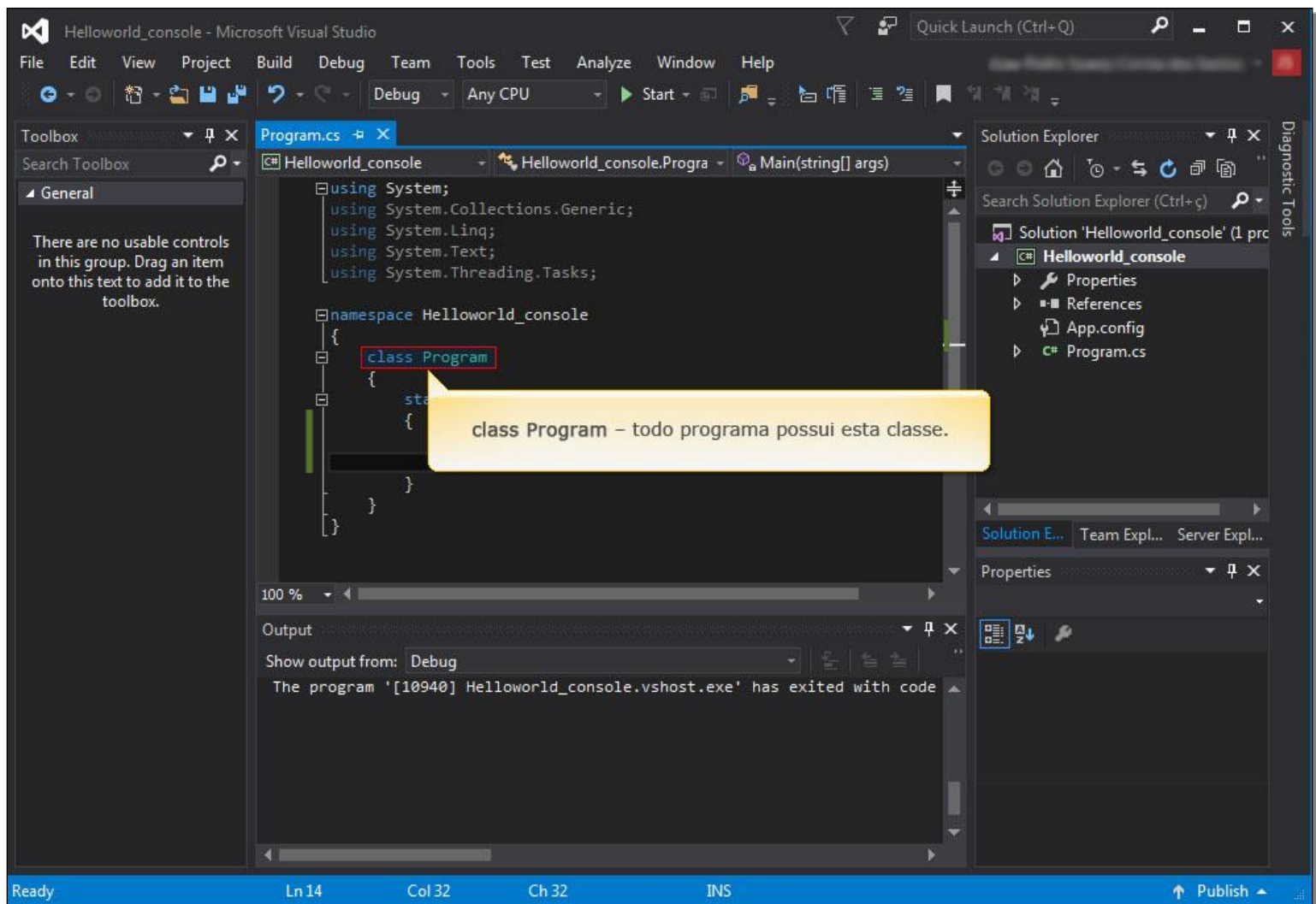


Microsoft Visual Studio interface showing a C# console application named "Helloworld_console". The code in Program.cs defines a namespace "Helloworld_console" and contains a Main method that writes "Hello World" to the console and reads a line of input. A yellow callout box points to the "namespace" keyword with the text: "namespace – contém o nome que foi dado a seu projeto."

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace Helloworld_console
{
    static void Main(string[] args)
    {
        Console.WriteLine("Hello World");
        Console.ReadLine();
    }
}
```

Output window shows: The program '[10940] Helloworld_console.vshost.exe' has exited with code



Microsoft Visual Studio - Helloworld_console

File Edit View Project Build Debug Team Tools Test Analyze Window Help

Debug Any CPU Start

Toolbox

Search Toolbox

General

There are no usable controls in this group. Drag an item onto this text to add it to the toolbox.

Program.cs

Helloworld_console

Main(string[] args)

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace Helloworld_console
{
    class Program
    {
        static void Main()
        {
            Console.WriteLine("Hello World!");
        }
    }
}
```

class Program - todo programa possui esta classe.

Solution Explorer

Search Solution Explorer (Ctrl+g)

Solution 'Helloworld_console' (1 project)

- Helloworld_console
 - Properties
 - References
 - App.config
 - Program.cs

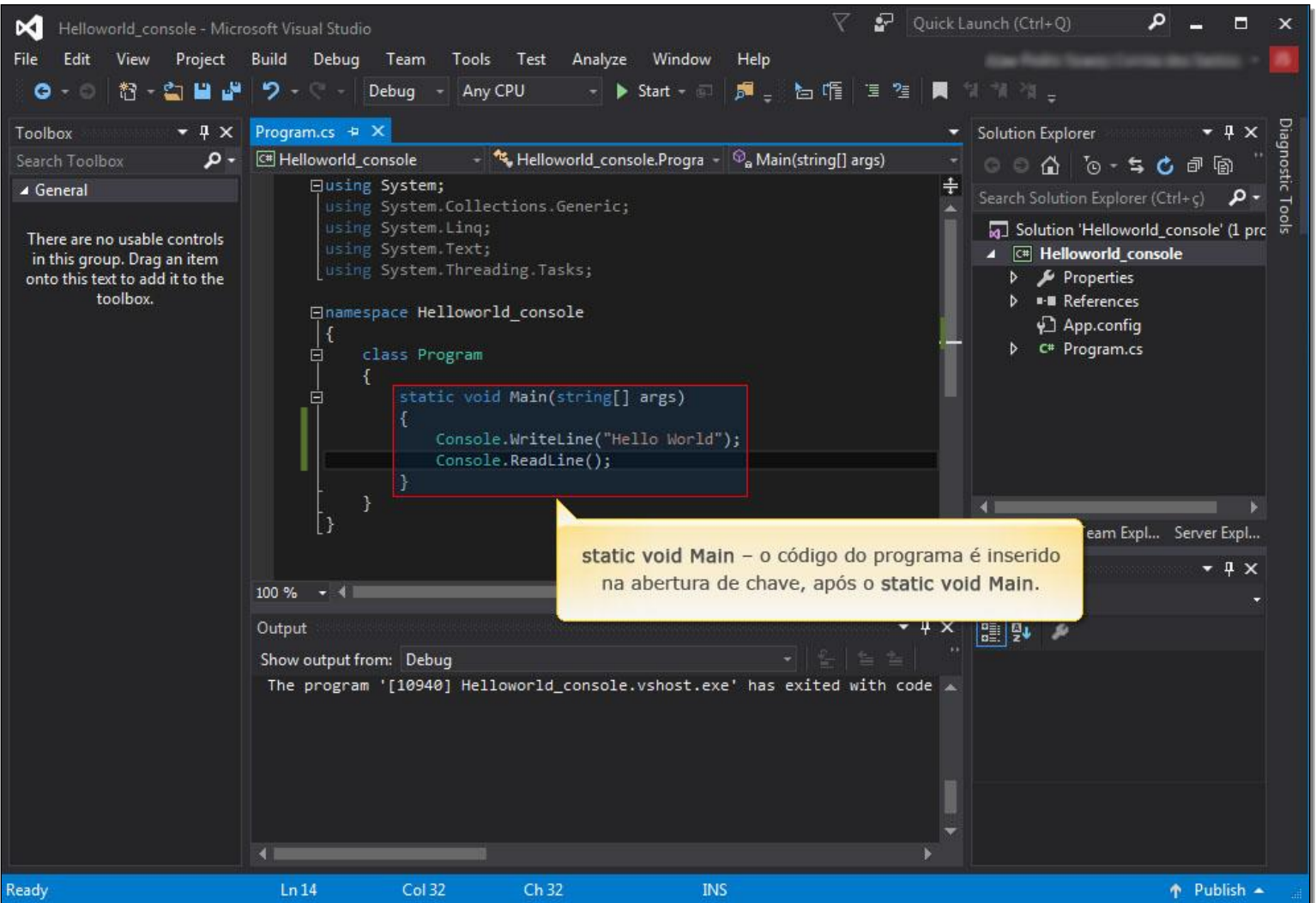
Properties

Output

Show output from: Debug

The program '[10940] Helloworld_console.vshost.exe' has exited with code

Ready Ln 14 Col 32 Ch 32 INS Publish



Microsoft Visual Studio interface showing a C# console application named "Helloworld_console". The code in Program.cs defines a static Main method that writes "Hello World" to the console and reads a line of input.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace Helloworld_console
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Hello World");
            Console.ReadLine();
        }
    }
}
```

A yellow callout box points to the `static void Main` signature with the text: `static void Main` – o código do programa é inserido na abertura de chave, após o `static void Main`.

The Output window shows the program has exited with code 0.