C# applications have an entry point called Main Method. It is the first method which gets invoked whenever an application started and it is present in every C# executable file. The application may be Console Application or Windows Application. The most common entry point of a C# program is static void Main() or static void Main(String []args).

public, private, protected, internal, protected internal access modifiers can be used with the Main() method. The private protected access modifier cannot be used with it.

The default access modifier is private for a Main() method.

The Main Method can also have integer return type. Returning an integer value from Main() method cause the program to obtain a status information. The value which is returned from Main() method is treated as the exit code for the process.

**Important Points:**

* The Main() method is the entry point a C# program from where the execution starts.
* Main() method **must be static** because it is a class level method. To invoked without any instance of the class it must be static. Non-static Main() method will give a compile-time error.
* Main() Method **cannot be overridden** because it is the static method. Also, the static method cannot be virtual or abstract.
* **Overloading of Main() method** is allowed. But in that case, only one Main() method is considered as one entry point to start the execution of the program.