Printing Output to the Console

Console.WriteLine()
&
Console.Write()

```
Console.WriteLine("Hello, I'm a line of text with a new line!");

Console.Write("Hey!");
Console.Write(" Listen!");
```

```
Output:

Hello, I'm a line of text with a new line!
Hey! Listen!
```

In order to print out something to the console you can simply access the **Console** class´s static method called **WriteLine**, passing a string parameter.

(We'll learn what a **Class**, **Static**, **Method** or a **String** is later)

Before this we've seen **Console.WriteLine("Hello, World!");**

But you can simply replace the content within the quotation marks if you want a different output: **Console.WriteLine("Banana Hammock");**

If you don't want a line break after your text you can use the alternative version **Console.Write("Hey!");** to continue on the same line with more text.

Extra

Later you will also see other parameters passed into the WriteLine without the " " such as:

- Numbers - 1, 5, 99
- Objects - UnityEngine.GameObject

Or special characters in conjunction with the " " that is interpolated by the compiler in different ways using a so called **Escape Character.**

Goal

```
Hello, World!
Welcome to C# basics!
It's easy to print output...
... To the console!
```

"Hello, World!"

"Welcome to C# basics!"

"It's easy to print output…"

"... To the console!"

Instructions

- Create a console project named E3PrintingOutput
- Create the output above.

Need help?

Check the following slides!