

Reading input – Getting information



Reading input from the console

```
1 {} Console.WriteLine("Hello World");  
2  
3 ↩ Console.ReadLine();|
```

Reading input from the console is really trivial:

- string input = Console.ReadLine();

You simply access the Console class's static method called ReadLine and then save the returned string from the method into a variable of your choice.

```
public static string? ReadLine()  
in class System.Console
```

Reads the next line of characters from the standard input stream.

Returns: The next line of characters from the input stream, or null if no more lines are available.

Goal

Read an input

```
Output: What's your name?  
Input: Fredrik  
Output: Hello, Fredrik!
```

- Create a console project called **E7Input**
- Ask the user for their name
- Assign the user's input to a variable named **name**
- Greet the user using their name
- **Bonus:** use string interpolation