Comments

Ironically, an essential tool in programming is the ability to tell a computer to <u>ignore</u> a part of a program. Text written in a program but not run by the computer is called a *comment*. In C#, anything after a `//` or between `/*` and `*/` is a comment. In spoken word we call these symbols "forward slashes" and "asterisks".

Comments can:

Provide context for why something is written the way it is:

```
/* This variable will be used to count the number of times anyone tweets
the word persnickety */
int persnicketyCount = 0;
```

Help other people reading the code understand it faster:

```
/* Calculates tomorrow's rain likelihood as a number between 0 and 100
*/
ComplicatedRainCalculationForTomorrow();
```

Ignore a line of code and see how a program will run without it:

```
// string usefulValue = OldSloppyCode();
string usefulValue = NewCleanCode();
```

Developers tend to use `//` for short, one-line comments and `/* */` for anything longer, but the choice is up to you!

☑ **Instructions**

1.
Add a comment to the code right above the first `Console.WriteLine()`.

The comment should explain what this program does.