**Initialize** a variable of type **int** with a value of 256 in  
**hexadecimal** format (256 is 100 in a numeral system with base 16).

using System;

namespace initizalizingHex

{

class Program

{

static void Main(string[] args)

{

int NumberInDec = 256;

int NumberInHex = 0x100;

int sum = NumberInDec + NumberInHex;

Console.WriteLine(sum);

}

}

}

The results:

