

Assembling a C# Program

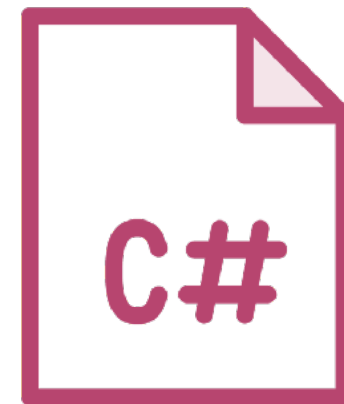
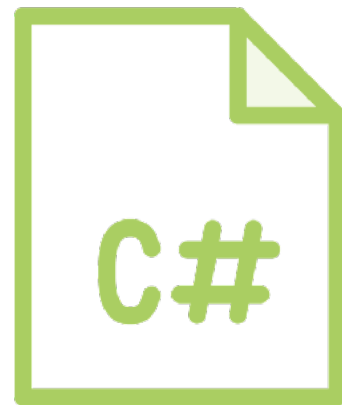
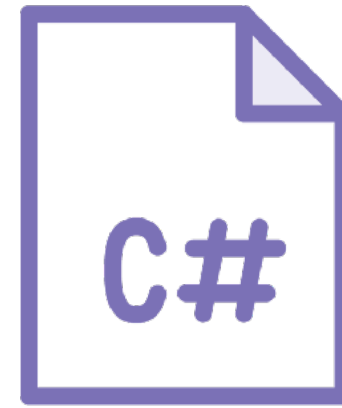
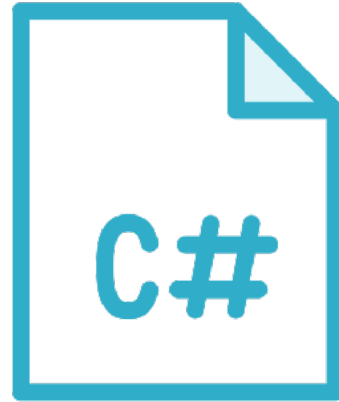
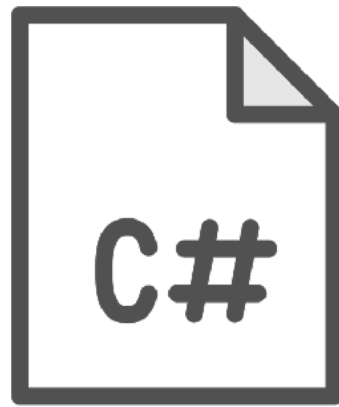


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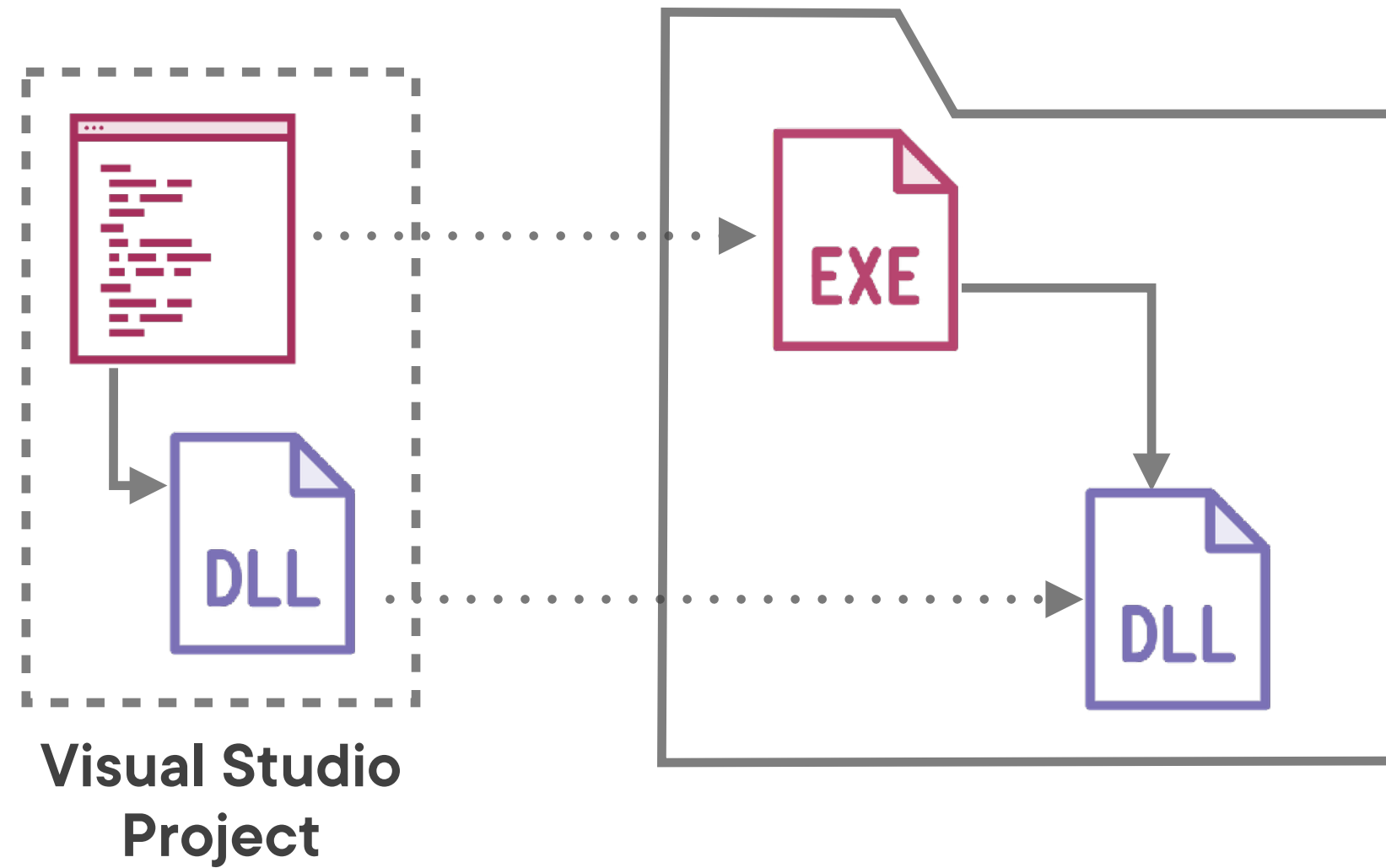
Most Programs Include Many Files



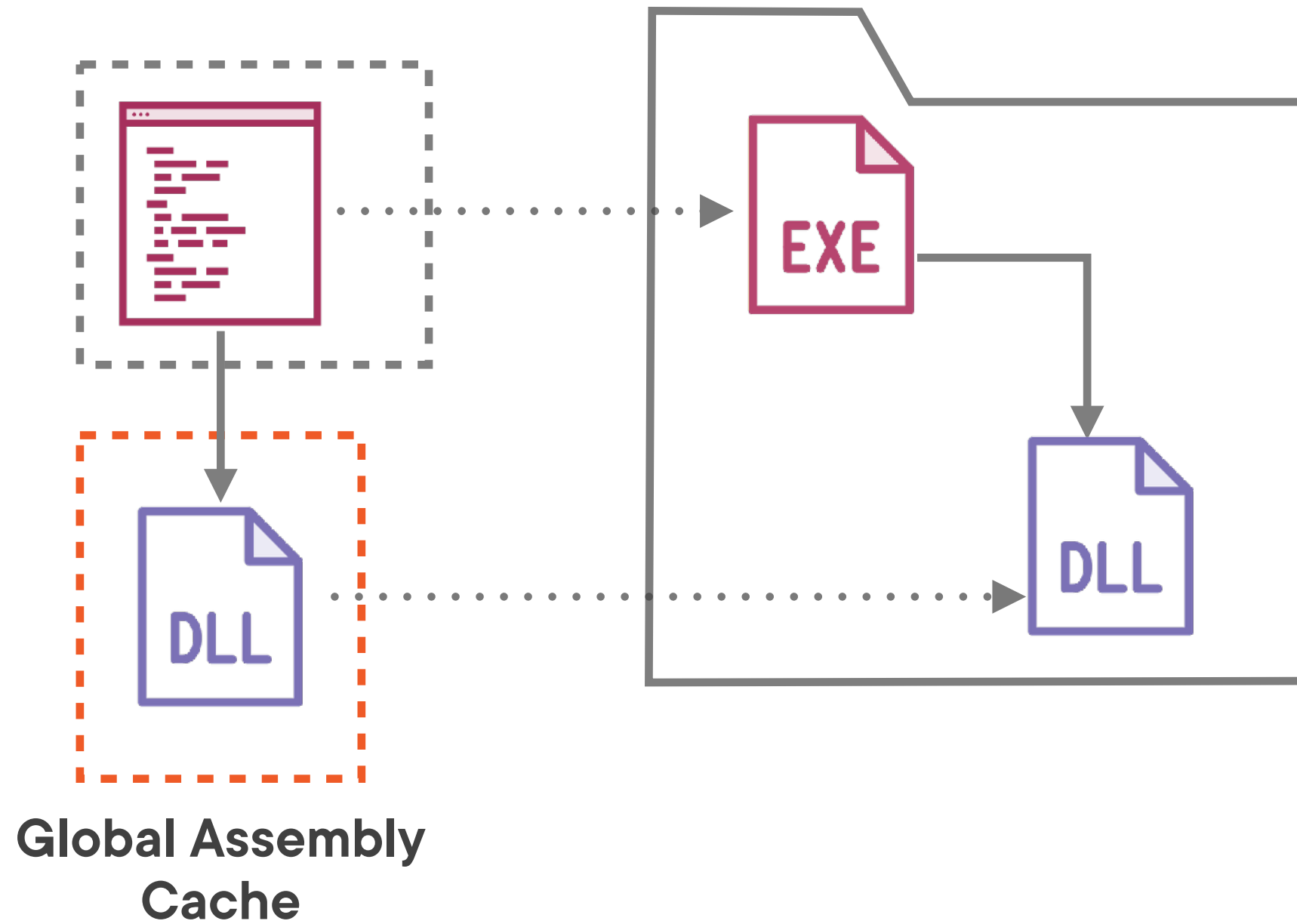
Two Lines That We've Left Behind

```
→ using System;  
→ namespace MyFirstProgram  
{  
    class Program  
    {  
        static void Main(string[] args)  
        {  
            Console.WriteLine("Hello World!");  
        }  
    }  
}
```

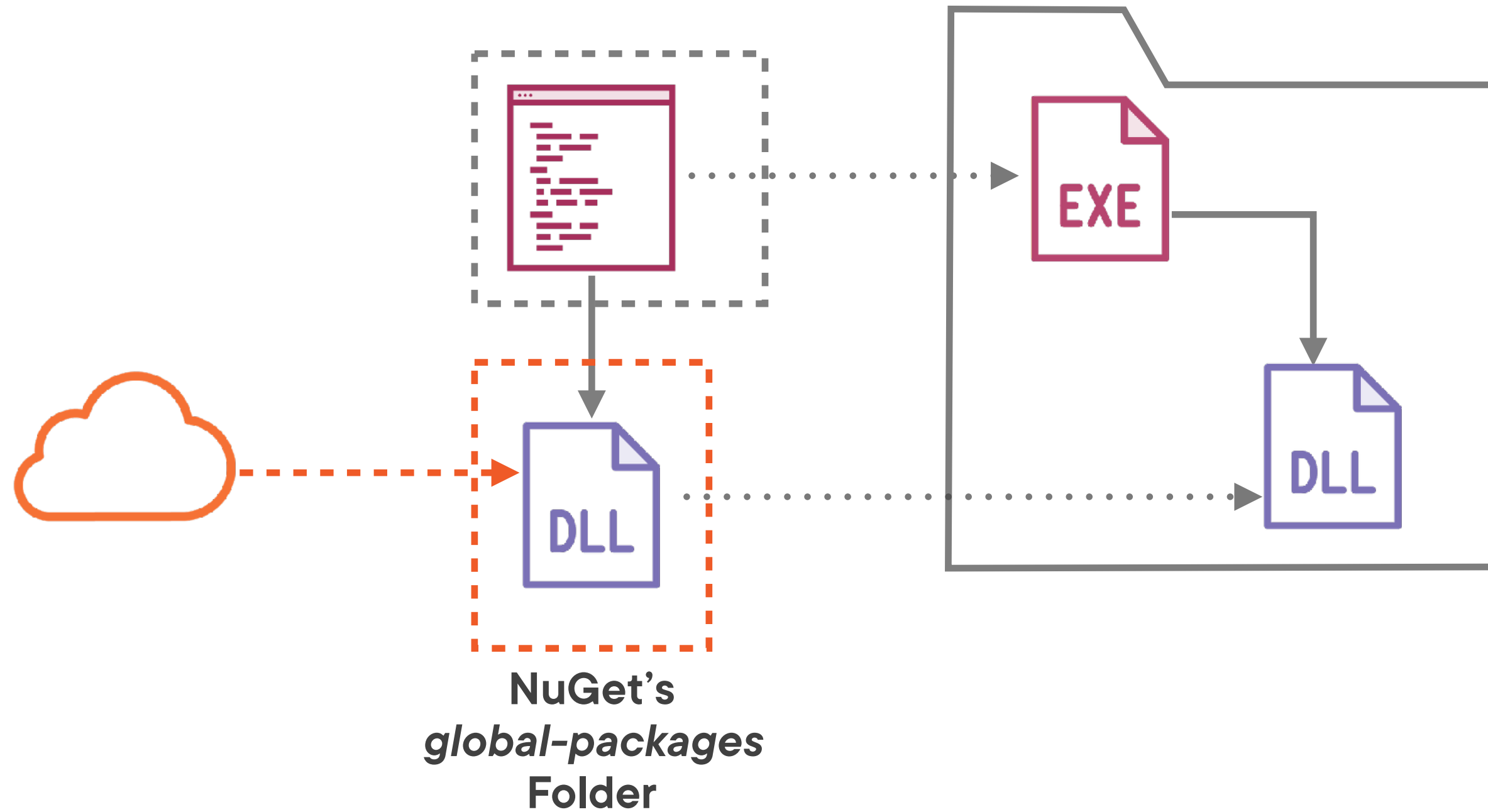
Referencing Libraries



Referencing Libraries



Referencing Libraries



Comments

A few ways to write them in C#

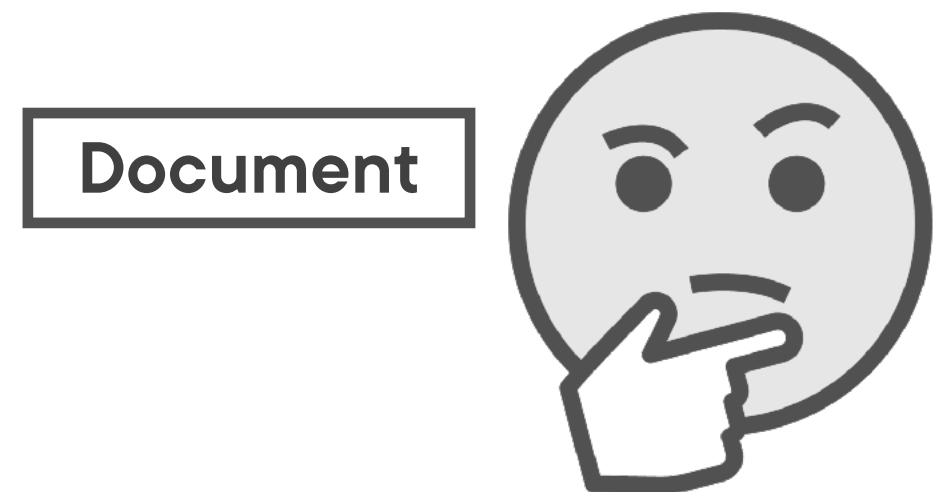
```
// This is a comment until the end of the line
```

```
/*  
 * This is a comment that  
 * spans multiple lines.  
 */
```

```
/// <summary>This is a <i>formatted</i> comment.</summary>
```

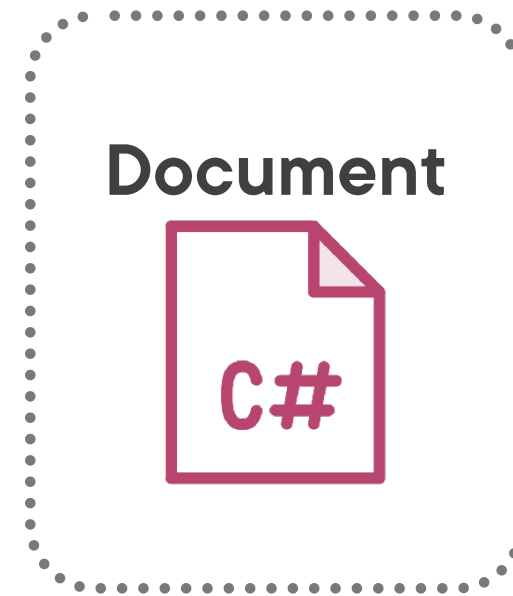
```
...
```

Name Clashes

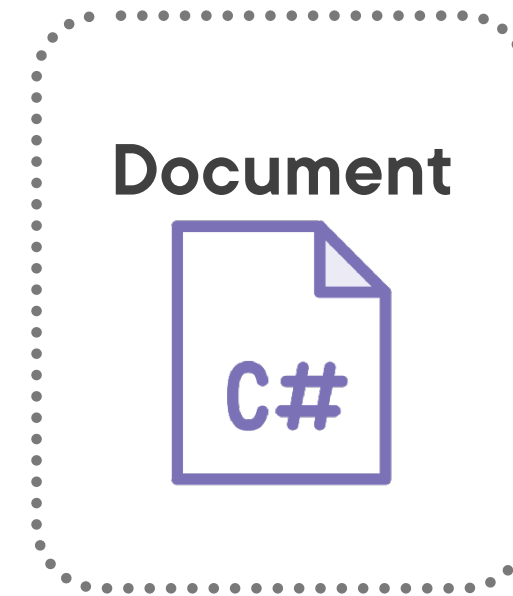


Namespaces

namespace: Archive



namespace: XML

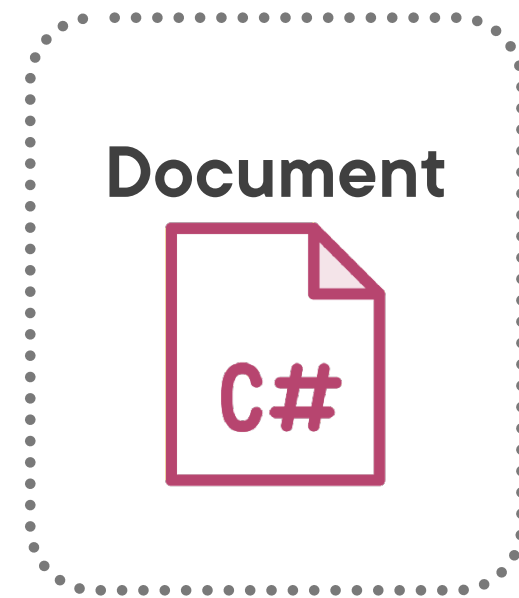


XML.Document

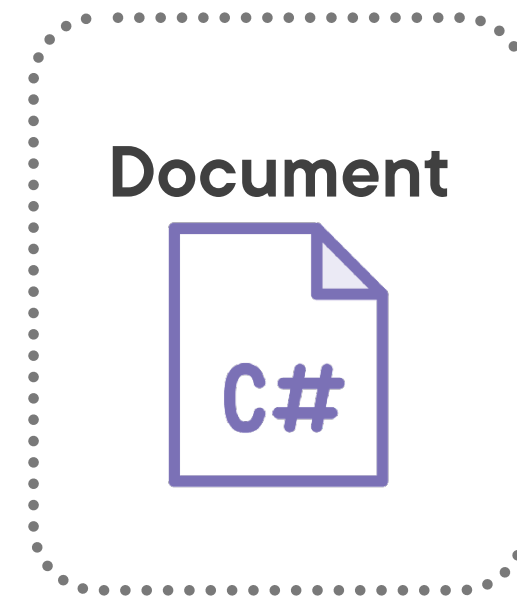


Namespaces

namespace:
MyCoolArchive



namespace:
Globomantics.XML



Globomantics.XML.Document



Done!

```
using System;

namespace MyFirstProgram
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Hello World!");
        }
    }
}
```



Top Level Statements

```
using System;  
  
Console.WriteLine("Hello World!");
```

Global Using Directives

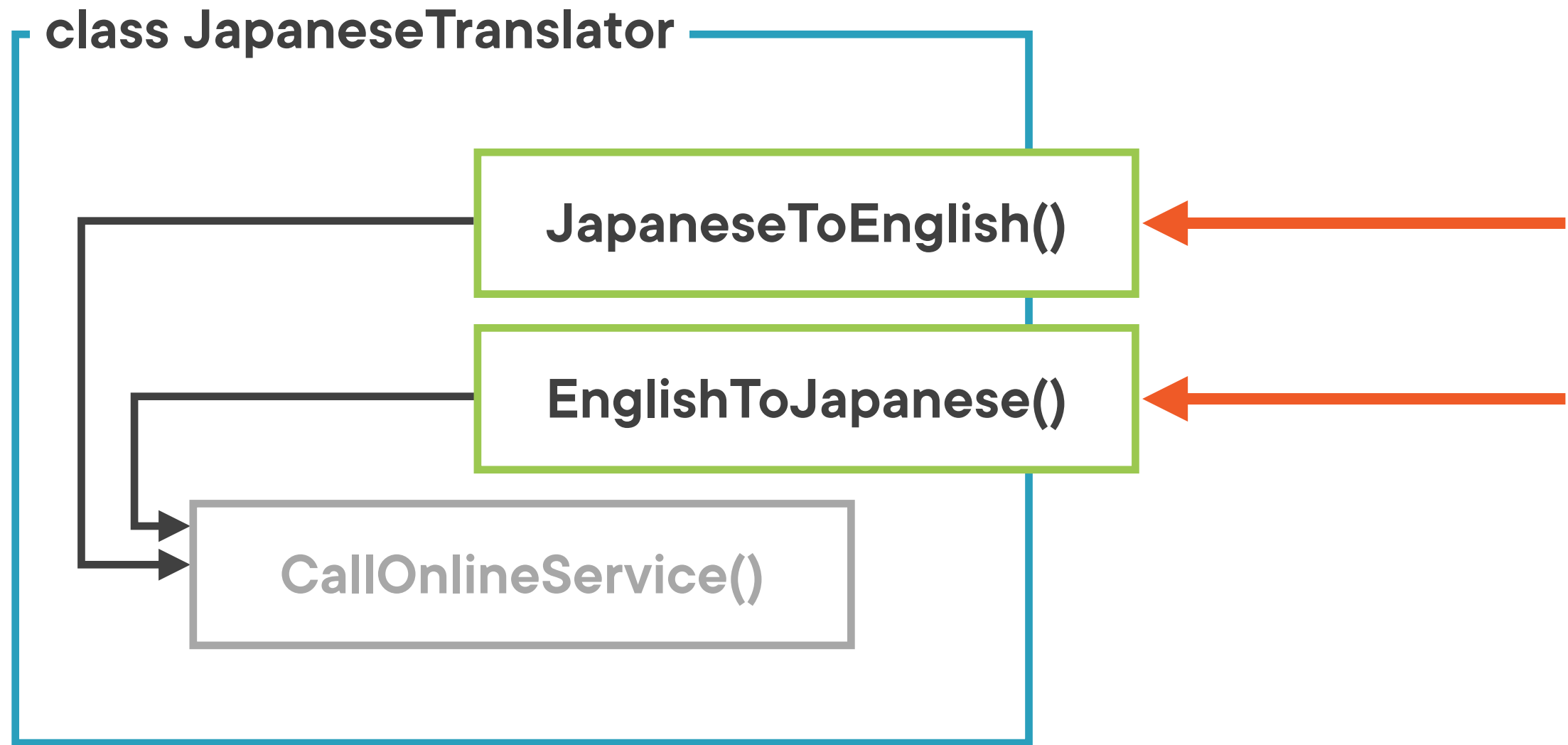
```
Console.WriteLine("Hello World!");
```

Under the Hood, C# Still Writes This

```
using System;

namespace MyFirstProgram
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Hello World!");
        }
    }
}
```

Example: A Translator Class



Up Next:
Hunting for Bugs
