1. D. Class Library

2. First major use  of 'using' directive is to bring a namespace into scope. The second is to prevent you from having to fully qualify the names of classes in the code.

3. Comments help you and other coders to understand the purpose of lines of code. For example, TODO comments are frequently added as a reminder that there is a piece of code that needs to be revisited. Two ways of commenting out code are // for individual lines and /\*...\*/ for blocks of code.

4. A variable is a storage location that holds a value. 'length' and 'width' are the names of the variables in the sample code.

5. Identifiers are the user-defined names of program elements (variables, classes, methods, etc). Basic rules for naming identifiers in C# are:

     a) An identifier can not be a C# keyword

     b) An identifier must begin with a letter, an underscore or @ symbol.

     c) Whitespaces are not allowed.

     d) Identifiers are case-sensitive.

6. A method is a named sequence of statements that can be given data for processing and return information. They are declared outside of the Main Method.

7. Primitive data types are the common C# types for holding numeric, string, character, and Boolean values. The most commonly used are int, long, float, double, decimal, string, char, and bool.

8. The value of the count variable after the loop has finished is: 7 (answer choice C).