**C# chapter 1**

* Define a class called HelloCSharp – class followed by its name e.g. class HelloCSharp
* Content of the class is in a block of program line surrounded by {}
* Every program in C# starts from a main() method with the following title: static void Main(string[] args)
* Must be static and void, it must have a name Main, type string
* Parameter args is optional
* Entry can be simplified to : static void Main()
* Next line, System.Console and its method WriteLine() to print message on the console
* E.g. System.Console.WriteLine(“Hello C#!”)
* Code in logical structure makes it easier to read
* Compile we press f6, errors usually in red
* If project has one error, it will be marked with a small red “x” in the error list window
* Start project, we press ctrl + f5