```csharp
 1 /*--------------------------------------------------------------------------------------
 2  * Author:       Dan Cassidy and Dr. Raman Adaikkalavan
 3  * Date:         2015-06-17
 4  * Assignment:   cView-P3
 5  * Source File:  ItemDBTest.cs
 6  * Language:     C#
 7  * Course:       CSCI-C 490, C# Programming, MoWe 08:00
 8  * Project:      The overall goal of this project is to capitalize on the fact that government, from
 9  *               local to national, has made some of its data open by developing a way to explore
10  *               this data and present it to a user in a meaningful fashion. This phase of the
11  *               project is meant to explore data from any combination of the Business dataset
12  *               (https://data.southbendin.gov/d/imxu-7m5i), the Parks and Features dataset
13  *               (https://data.southbendin.gov/d/yf5x-7tkb), and the Public Facility dataset
14  *               (https://data.southbendin.gov/d/jeef-dsq9).
15  * Purpose:      Small wrapper program for demonstrating the ItemDBInteractive class.
16 --------------------------------------------------------------------------------------*/
17
18 using System;
19 using System.Collections.Generic;
20 using System.Linq;
21 using System.Text;
22 using System.Threading.Tasks;
23
24 namespace Ph3
25 {
26     public class ItemDBTest
27     {
28         /*------------------------------------------------------------------------------
29          * Name:    Main
30          * Type:    Method
31          * Purpose: Serves as the entry point to the program.
32          * Input:   (Ignored) string[] args, represents any command line arguments.
33          * Output:  Nothing.
34         ------------------------------------------------------------------------------*/
35         static void Main(string[] args)
36         {
37             // Declare a new ItemDBInteractive object and interactively manipulate said object.
38             ItemDBInteractive itemDBTest = new ItemDBInteractive();
39             itemDBTest.InteractiveManipulation();
40         }
41     }
42 }
43
```