```csharp
using System;
using System.Collections.Generic;
using System.IO;
using System.Linq;
using BusinessSimulator;
using System.Data.SQLite;
using System.Reflection.Metadata;
using static System.Net.Mime.MediaTypeNames;
using System.ComponentModel.Design;

namespace BusinessSimulator
{
    class Program
    {
        static void Main(string[] args)
        {
            Game game = new Game(); // Create a new instance of the Game class.
            game.MainMenu(); // Start the game.


        }
    }
    // class used to allow the connection string to be used in multiple classes so that data can
be saved to and loaded from sql databa
    public static class DataBaseConfig
    {

        //public const string ConnectionString = @"Data
Source=.\Files\NEAdataBaseTest.db;Version=3";
        // public const string ConnectionString = @"Data Source =
C:\Users\sampr\OneDrive\Desktop\KAB6 Comp Sci\Comp Sci
NEA\NEAProtoSave\NEAProtoSave\Files\NEAdataBaseTest.db;Version=3";
        public const string ConnectionString = @"Data Source =
C:\Users\sampr\OneDrive\Desktop\KAB6 Comp Sci\Comp Sci
NEA\NEAProtoSave\NEAProtoSave\New folder\Files\NEAdataBaseTest.db;Version=3";
    }


}
```