**Workshop Handout: Introduction to C# Programming with a Simple Console Application**

**Objective**

This workshop aims to introduce students to basic C# programming concepts through the creation of a simple console application that takes user input and displays it.

**Prerequisites**

Basic understanding of programming concepts.

Visual Studio or any other C# IDE installed.

Workshop Agenda

Introduction to C# and .NET

Setting up the project

Writing the code

Running the application

**Writing the Code**

Overview of the Code Structure:

Namespace: A way to logically group classes. Here, we are using a custom namespace named Pet.

Class Program: The entry point for our application.

Main Method: The starting point of the application where execution begins.

Output to Console: Use Console.WriteLine to display messages to the user.

Input from Console: Use Console.ReadLine to read user input.

Data Conversion: Convert string input to other data types as necessary (e.g., converting a string to an integer).

**Steps for Writing the Code:**

Display a welcome message.

Prompt the user to enter the name of their pet.

Store the pet name.

Prompt the user to enter the age of their pet.

Convert and store the pet's age.

Display the entered information back to the user in a formatted manner.

**4. Running the Application**

Press Ctrl + F5 to run the application without debugging.

Observe the welcome message in the console.

Follow the prompts to enter the pet's name and age.

The application will display the information you entered.

**Additional Resources**

[Microsoft C# Documentation](https://docs.microsoft.com/en-us/dotnet/csharp/)

[Learn C# in One Video](https://www.youtube.com/watch?v=GhQdlIFylQ8)

**Practice Exercise**

After the workshop, try to enhance the program by:

Prompting for additional details like the type of pet (e.g., Dog, Cat).

Implementing error handling to manage non-integer inputs for the pet's age.

Displaying all collected information in a neatly formatted output.