1. A console application is an application that runs within a command prompt instead of providing a graphical user interface.
2. We use .NET Core for building portable applications that can also run on other operating systems, such as Linux. .NET Core applications do not provide the range of features available to the complete .NET Framework.
3. The main method designates the programs entry point, or where the program starts.
4. TextHello.sln, is the solution file. A solution can contain one or more projects, Visual Studio creates this file to help organize projects. TextHello.csproj is the C# project file. This is the C# source code file, and any other artifacts used such as images. AssemblyInfo.cs is a special file that allows you to add attributes to a program, such as author, date the program was written, etc.
5. A namespace is a container for items such as classes. Two classes with the same name will not get confused if they are in different namespaces.
6. Using directive brings a namespace into scope so that you do not have to fully qualify the names of classes.
7. Main is the entry point for a console application. App.xaml.cs file provides the entry point for a UWP application.
8. An assembly is a file usually with a .dll extension that can contain many classes. Basically, it is a collection of classes that are available for use if you call them with using statements.
9. 19 different version for WriteLine() method.
10. No relationship at all
11. An application with a graphical user interface, not text based.
12. Build compiles the the C# code into an executable program.
    1. Bytecode is a form of instruction set designed for efficient execution by a software interpreter designed to be cross platform. Bytecode is not human readable.
    2. Microsoft Common Intermediate Language is the intermediate language binary instruction set defined within the Common Language Infrastructure specification.
    3. I think that Microsoft CIL (Common intermediate Language) is bytecode because it allows CIL to be executed by a runtime environment such as Common Language Runtime, probably to allow code to be executed across various platforms. This is like Bytecode using VMs to execute code across platforms.
13. A debugger is a specialized developer tool that attaches to your running app and allows you to inspect your code.