using System.Timers;

void Main()

{

Timer t = new Timer();

t.Interval = 500; //In milliseconds here

t.AutoReset = true; //Stops it from repeating

t.Elapsed += new ElapsedEventHandler(TimerElapsed);

t.Start();

}

void TimerElapsed(object sender, ElapsedEventArgs e)

{

Console.WriteLine("Hello, world!");

}