

1. Basic Structure

```
//'using' allows for easier access to types in a namespace.
using System;

//Name spaces organize code and prevent naming collisions.
namespace YourNameSpace
{
    class YourClass //A 'class' defines the blueprint of objects.
    {
        static void Main(string[] args) //'Main' is where the program starts execution.
        {
            Console.WriteLine( " Hello, World! "); //Displays text in the console.
        }
    }
}
```

2. Data Types

int	whole numbers
double /float	decimals
char	single character
string	text
bool	true/false

Conditional Statements

```
if (age > 18) {
    Console.WriteLine( " Adult");
} else {
    Console.WriteLine( " Minor");
}

switch (grade) {
    case " A":
        Console.WriteLine( " Excellent -
ent ");
        break;
    default:
        Console.WriteLine( " Unknown
grade");
        break;
}
```



