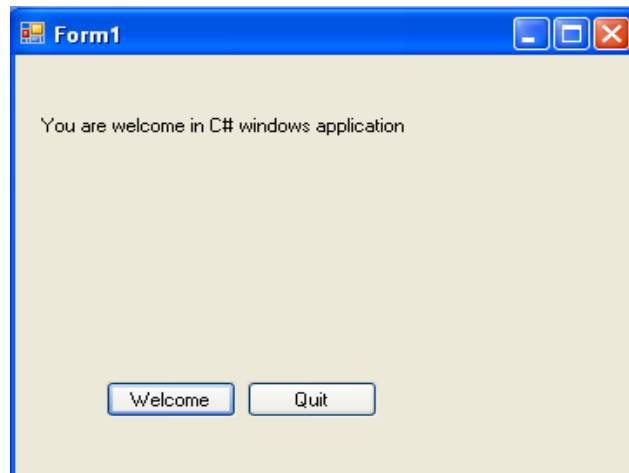


- Change Boutton1.Text to “Welcome “
- Change Button2.Text to “Quit”



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- Click F5 key to run application
- Click the welcome button



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1.3 Simple Program contents

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1. Comments

- Comments can be created using `//...`
- Multi-lines comments use `/* ... */`
- Comments are ignored by the compiler
- Used only for human readers

2. Namespaces

- Groups related C# features into a categories
- Allows the easy reuse of code
- Many namespaces are found in the .NET framework library
- Must be referenced in order to be used

3. White Space

- Includes spaces, newline characters and tabs

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4. Keywords

- Words that cannot be used as variable or class names or any other capacity
- Have a specific unchangeable function within the language
- Example: **class**
- All keywords are lowercase

5. Classes

- Class names can only be one word long (i.e. no white space in class name)
- Class names are capitalized, with each additional English word capitalized as well (e.g., MyFirstProgram)
- Each class name is an identifier
 - Can contain letters, digits, and underscores (`_`)
 - Cannot start with digits
 - Can start with the at symbol (`@`)

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