A C# Program Is a Set of Type Declarations
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If you were to broadly characterize the source code of C and C++ programs, you might say that a C program is a set of functions and data types and that a C++ program is a set of functions and classes. A C# program, however, is a set of type declarations.

- The source code of a C# program or DLL is a set of one or more type declarations.
- For an executable, one of the types declared must be a class that includes a method called `Main`.
- A *namespace* is a way of grouping a related set of type declarations and giving the group a name. Since your program is a related set of type declarations, you will generally declare your program type inside a namespace you create.

For example, the following code shows a program that consists of three type declarations. The three types are declared inside a new namespace called `MyProgram`.

```csharp
namespace MyProgram                         // Create a new namespace.
{
    DeclarationOfTypeA
    // Declare a type.

    DeclarationOfTypeB
    // Declare a type.

    class C                                  // Declare a type.
    {
        static void Main()
        {
            ...
        }
    }
}
```

Namespaces are covered in more detail in Chapter 10.