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Trademarks

Alle in dit boek genoemde merk- en productnamen zijn handelsmerken of geregistreerde handelsmerken van hun respectievelijke eigenaren.



Welkom bij deze gratis leesproef!

Om te leren programmeren moeten we eerst onze 'werkbank' klaarzetten. Daarom nemen Hoofdstuk 1 en 2 je mee in de basis en het opzetten van je computer. Vanaf Hoofdstuk 3 gaan we echt code schrijven en dingen "breken"!

Veel plezier met lezen,
Programming Dad

Chapter 3: Your First C# Program – Hello, World (and Console Apps)

Where you meet the console, write your first code, and feel like a wizard (just with fewer robes and more semicolons).

The Programming Rite of Passage

Ask any programmer about their first program, and they'll likely tell you it was a humble line of code that printed:

```
Hello, World!
```

It's like the baby's first word of coding—except instead of “mama” or “papa,” it's the computer talking back to *you*. That first moment you make a lifeless machine say something... even if it's just “Hello, World”... that's power.

Even if it's just a single line of text, it's the beginning of something big. I still remember the first time my own code said “Hello, World.” I showed it to my family like I had just built the Euromast from scratch. They smiled politely, said “that's nice,” and went back to the VHS tape they had just finished rewinding. (Yes, I come from the time when “Be kind, rewind” was serious business.) But I knew — this was it. A doorway had opened. A world of logic, creativity, and a little bit of magic.



Let's Get Practical: Your First C# Program

Here's the code you'll type in Visual Studio (or whichever IDE you've set up in Chapter 2):

```
using System;

class Program
{
    static void Main(string[] args)
    {
        Console.WriteLine("Hello, World!");
    }
}
```

Don't worry, we'll unpack it line by line like a Bol.com package. But first—run it! Hit that shiny green arrow (or press F5) and behold your masterpiece.

You just wrote your first working C# program. That's right. You. Working. C#. Program. *Lekker bezig.*

Let's Break It Down

Now, let's dissect the code like a dad helping with a LEGO set. Piece by piece:

```
using System;
```

This tells the compiler: "I'll be using stuff from the 'System' toolbox." It's like saying, "Yes, I need a hammer and a wrench, thank you."

```
class Program
```

Here, you're defining a class — a blueprint for objects, combining data and behavior in one neat package. It's like designing a smart little box where your code can live, work, and occasionally throw a tantrum when something breaks.

```
static void Main(string[] args)
```

This is the entry point of your program. Like the frontdoor: this is where the program starts running. If your app were the Rotterdam marathon, this method is the starting line at the Coolsingel.

- **static:** Means you don't need to create an object to call this method.
- **void:** The method doesn't return anything.
- **Main:** Special name—tells C# this is where it all kicks off.



- `string[] args`: We will ignore this for now. It's like that drawer in the kitchen with random batteries—you will need it later, but not today.

```
Console.WriteLine("Hello, World!");
```

This is your program saying something in the console. The Console is a basic black-and-white window where you can send text output (and receive user input). Think of it as your code's WhatsApp status: short, blunt, and slightly passive-aggressive.

What Is a Console App, Anyway?

A Console Application is a simple, no-nonsense kind of program. No windows, no buttons, no distractions—just pure code talking to you in black and white. It's like learning to drive in an empty parking lot before hitting rush hour. Not flashy, but the perfect place to master the basics.

Console apps are perfect for beginners. Why? Because they strip away the distractions. It's just you and your code, face-to-face. Like a good Rotterdam conversation: straight to the point.

Let's Level Up (a Little)

Here's how you can personalize your greeting. Why stop at one line when you can go bigger?

Multiple Lines:

```
Console.WriteLine("Hello, Rotterdam!");  
Console.WriteLine("I'm learning C#, and I'm not scared!");  
Console.WriteLine("This is line 3");
```

ASCII Art (old school programmer street cred):

```
Console.WriteLine("          ");  
Console.WriteLine("  /  _  /  _  \  |  _  \  |  _  |");  
Console.WriteLine(" |  |  |  |  |  |  |  |  |  |  |");  
Console.WriteLine(" |  _  |  _  |  _  |  _  |  |");  
Console.WriteLine("  \  _  \  _  /  |  _  /  |  _  |");
```



Emojis (because even consoles deserve party vibes 🎉):

```
Console.WriteLine("Hello, World! 🎉");  
Console.WriteLine("C# is fun 😊");  
Console.WriteLine("Press F5 and Break Stuff 💻💥");
```

Mini-Project: Your First Digital Greeting Card

Let's make something that feels a bit more *alive*.

We'll ask for the user's name and greet them in style:

```
Console.ForegroundColor = ConsoleColor.Cyan; // Set text color  
Console.WriteLine("Welcome to your first digital greeting card!");  
Console.Write("What's your name? ");  
  
string name = Console.ReadLine(); // User types their name  
  
Console.ForegroundColor = ConsoleColor.Green;  
Console.WriteLine($"Hello, {name}! 🎉");  
Console.WriteLine("Wishing you lots of bug-free code today!");  
  
Console.ResetColor(); // Reset back to default
```

Bonus Tip from a Programming Dad:

This is where coding starts to feel personal. Suddenly it's not just "Hello, World" anymore—it's "Hello, *you*." And yes, your console just became a digital birthday card. No balloons included.



Quick Debug Drill: Let's Break It on Purpose

Change this:

```
Console.WriteLine("Hello, World!");
```

```
Console.WriteLine(Hello, World!);
```

To this:

Boom! Red squiggly line. Welcome to the world of **syntax errors**. The compiler sees that and says, "Uhm... what do you mean by *Hello*? Is that a variable? Where are the quotes?"

Pro tip: **When in doubt, check your punctuation.** Programming is like talking to a very picky bureaucrat—it needs everything in exactly the right place.

Common Mistakes

1. Forgetting the semicolon

```
Console.WriteLine("Hello, World!")
```

💥 The compiler screams. Always end your statements with `;`. Think of it as the code's version of brushing teeth before bed. Non-negotiable.

2. Misspelling Console.WriteLine

```
Consol.WriteLine("Oops!");
```

The compiler has *no chill*. Computers don't guess what you meant. You misspell it, they sulk in red squiggles.



KLAAR OM ECHT TE LEREN PROGRAMMEREN?

Gefeliciteerd! Je hebt zojuist je eerste stappen gezet in de wereld van C# en code schrijven.

Maar dit is pas het begin... In het volledige boek **Press F5 and Break Stuff** gaan we pas écht aan de slag. Geen droge theorie of ingewikkelde vaktermen, maar stap-voor-stap bouwen, uitproberen en vooral: **dingen laten werken (en af en toe breken)!**



Wat ontdek je in het volledige boek?

-  **Van Nul tot Code:** Hoe je jouw pc transformeert in een volwaardige programmeeromgeving.
-  **De Essentie van C#:** Variabelen, lussen, functies en logica uitgelegd in duidelijke taal.
-  **Bouw je Eigen Projecten:** Praktische opdrachten waar je direct het resultaat van ziet.
-  **Geen Angst voor Foutmeldingen:** Leren hoe je bugs opspoot en oplost als een echte professional.



KRIJG DIRECT TOEGANG TOT HET VOLLEDIGE BOEK!

Wil je doorpakken en de rest van het boek lezen?



Bestel het boek direct via: programmingdad.nl

(Of zoek naar **Press F5 and Break Stuff** op Amazon)



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-  **Website:** programmingdad.nl
-  **Nieuwsbrief:** Schrijf je in op de site voor de nieuwste artikelen en exclusieve tips!

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