

```

using System;
//Example 1 dimensional array and store some values into it
namespace ArrayOefening1
{
    class MainClass
    {
        public static void Main (string[] args)
        {
            try
            {
                byte counter = 0;           //A counter who generates number from 0-
                                           //10 to store in dbArray

                byte SizeArray = 11;       //The size of array declare
                byte [] dbArray ;          //Create array with name dbArray
                dbArray = new byte[SizeArray];
                byte i = 0;                //hulp counter voor array

                while (counter < 11)
                {
                    dbArray[i] = counter ;
                    Console.WriteLine("There are {0} elements stored in the array with name dbArra
                                     y.", Convert .ToString ( dbArray.GetValue (i) ));
                    counter ++;           //This value is stored to the array: numbers 0 - 10
                    i++;                  //This change position in array where to store values
                }
            }
            catch (Exception ex) //On error run this code
            {
                Console.WriteLine ("GENERAL ERROR.....: {0}", ex);
            }
            finally //End programme run this code
            {
                //prevent that the console not direct disappear after programme excecution
                Console.WriteLine ("This is the end of programme...");
                Console.ReadKey ();
            }
        }
    }
}

```