

IntroduceModuleClasses

Creates a module-wide class to hold your code. Moves all the def statements (methods) into this class, and moves the code that should be executed when a script is run into its own Main method inside the module class.

For example this code:

```
myarray = (1, 2, 3)
for item in myarray:
    System.Console.WriteLine(item)
```

is transformed into this:

```
[Boo.Lang.ModuleAttribute]
public final transient class TempModule:

    private static def Main(argv as (string)) as System.Void:
        myarray = (1, 2, 3)
        for item in myarray:
            System.Console.WriteLine(item)

    private def constructor():
        pass
```