* const is a compile time constant.
* readonly is a run time constant.
* It is compulsory to assign const field with a value at the time of declaration otherwise a compile time error will be thrown.
* It is not compulsory to assign readonly field with a value at the time of declaration.
* We won't be able to change a const field's value at runtime.
* We'll be able to change a readonly field's value only in the Static Constructor.
* const is stored in the IL itself.
* readonly is not stored in the IL.