

| <b>Class</b>   | <b>Structure</b>  |
|--|---|
| Class is group of common objects that share common properties and relationships. | Structure is a collection of different types of data type.                  |
| Class members are private by default.  | Structure members are public by default.                                    |
| Classes are reference type i.e. they are stored on heap                          | Structure are value type i.e. they are stored on stack                      |
| Class can be inherited.  | Structure can not be inherited.   |
| Class is better choice for complex data structure                                | Structure should be used when you want to use a small data structure        |
| Class elements can be declared as protected                                      | Structure elements can not be declared as protected                         |
| Classes are terminated i.e. GC does call finalize method for them                | Structure are not terminated i.e. GC does not call finalize method for them |
| Class does require constructor.  | Structure does not require constructor.                                     |