

Part01

1. Why can't a struct inherit from another struct or class in C#?

Cause struct is value type not reference so this will copy the struct and create new independent copy, and inheritance is reference type behavior.

2. How do access modifiers impact the scope and visibility of a class member?

- Private: accessible within the same class only.
- Protected: accessible within the same class or class that inherit from that class
- Internal: accessible within it's namespace.
- Public: accessible by the whole project.

3. Why is encapsulation critical in software design?

Because it's important to limit who can access your code within the project.

4. what is constructors in structs?

A special method that named as the class that can do action when defining a new object from the class.

5. How does overriding methods like ToString() improve code readability?

Improves code readability by giving your objects meaningful, human-friendly text representations instead of the default, cryptic ones.

Part02

1. What is copy constructor?

special constructor that creates a new object by copying the values from another object of the same type.