**Composition :**

Composition is a design technique in object-oriented programming to make a nested relationship between objects . Unlike inheritance composition contains different components ( objects ) instead of inheriting methods or fields from a parent class.

**Reference types :**

Reference types like String , Arrays , Class and Delegate stores the address where the value is being stored. The reference types gives an address to the variable and stores the value on that address.

**Value types :**

Value types like Bool , byte , char , decimal , double , enum , float , int and long determines which data are stored in the variable. In C# you write the Value type before the variable but if you don’t know yet what value type contains you variable , then write var before your variable .