**Sealed (class):** When applied to a class, it prevents other classes from inheriting from it. It restricts the class from being used as a base class.

**Readonly (variable):** It is used to declare a variable whose value can only be assigned once, typically during initialization. After initialization, the value cannot be modified.

**Private:** It is an access modifier that restricts the visibility of members (variables, methods, etc.) to within the same class. Private members are not accessible outside the class.

**Protected:** It is an access modifier that allows member accessibility within the class and its derived classes. Protected members are not accessible to other classes.

**Public:** It is an access modifier that provides unrestricted access to members from anywhere in the code.

**Enum:** It is a data type that defines a set of named constants. It allows you to create a symbolic representation of a set of related values.

**Exception (class):** It is a built-in class in C# that represents errors or exceptional conditions that occur during program execution. It is used for error handling and provides information about the exception.

**Throw:** It is used to explicitly raise an exception. It allows you to generate and propagate exceptions in your code.

**Catch:** It is used to catch and handle exceptions. It allows you to specify the code that should be executed when a specific exception occurs.