

◆ Struct inherit struct

- In C#, a struct cannot inherit from another struct or class.
 - A struct is a value type, designed to be lightweight.
 - However, a struct can implement interfaces.
-

◆ Save in memory

- Class:
 - Stored on the Heap.
 - Variables hold a reference (address) to the object.
 - If two variables point to the same object, changes in one affect the other.
 - Struct:
 - Stored on the Stack (or inline if part of another object).
 - Variables hold the actual value, not a reference.
 - Copying a struct makes a completely independent copy.
-

◆ Early Binding vs Late Binding

- Early Binding (Static Binding):
 - The method to be called is decided at compile-time.
 - Happens in method overloading or when using method hiding (new).
 - Faster but less flexible.
- Late Binding (Dynamic Binding):
 - The method to be called is decided at runtime.
 - Happens with method overriding (virtual/override).
 - Slightly slower but more dynamic and flexible.

