

• **Common Type System** Value Type Vs Reference Type

Feature	Value Type	Reference Type
Storage	<ul style="list-style-type: none"> Stack 	<ul style="list-style-type: none"> Heap but (Reference in Stack), must Use 'new Key Word'
Deletion	<ul style="list-style-type: none"> When the variable is deleted 	<ul style="list-style-type: none"> When the reference variable is deleted
Copy	<ul style="list-style-type: none"> A copy of the value is made 	<ul style="list-style-type: none"> Only the reference is copied
Equality	<ul style="list-style-type: none"> Two value types are equal if they have the same value 	<ul style="list-style-type: none"> Two reference types are equal if they point to the same object
Passing to Methods	<ul style="list-style-type: none"> The value is passed by value 	<ul style="list-style-type: none"> The reference is passed by reference
Boxing	<ul style="list-style-type: none"> Not required 	<ul style="list-style-type: none"> Required when a value type is used in a context that requires a reference type
Unboxing	<ul style="list-style-type: none"> Not required 	<ul style="list-style-type: none"> Required when a reference type is used in a context that requires a value type
Example	Integer, Float, Boolean, Char	<ul style="list-style-type: none"> Object, Array, class, String.

Note:

-> **reference Data Type is Complex Data Type**

class student

```
{
    public int Id;
    public string Name;
}
```

Note: Address Vs Reference

-> **Address:** The address refers to the specific memory location where the data is stored.

-> **References:** in C# simply store memory addresses, and they are not involved in encryption directly.

- **Control Statement(Done)**

- **Conditional Statement**

- If
- If else
- If ,else if , else
- Switch

- **Looping Statement**

- Loop.
- While.
- Do While.
- Foreach.

- **Array**

- **Declaration and Initialization Arrays**

- **`DataType + [] + Arr_Name = new + DataType[Size];`**
- `int[] Arr1 = new int[5];`
- `int[] Arr2 = new int[] { 1, 2, 3, 4, 5 };`
- `int[] Arr3 = { 1, 2, 3, 4, 5 };`
- *Can Use Same Structure Of Declaration and Initialization*
- `int[,] Arr2D = new int[3, 4] { { 1, 2, 3, 4 }, { 1, 2, 3, 4 }, { 1, 2, 3, 4 } };`

- **Notes:**

- **Fixed Size.**
- **Same DataType.**
- **Array Zero-based Indexing.**
- **Directly Access By Index "Arr[0]".**
- **Array** class in the **System namespace** provides a number of methods for working with arrays. These methods include methods for creating, initializing, accessing, sorting, and searching arrays.