The difference between the ‘==’ operator, object.Equals method and object.ReferenceEquals method:

1. The ‘==’ operator:

The ‘==’ operator is used to assign a value to a variable or to compare values of simple types like integers, floats, or strings. When it is used to compare objects, it checks whether the two objects are the same instance. If they are, it returns true; otherwise, it returns false.

1. The object.Equals method:

The object.Equals method is used to compare the values of two objects. It returns true if the objects have the same values, even if they are different instances. If the objects are not of the same type, it returns false.

1. The object.ReferenceEquals method:

The object.ReferenceEquals method is used to check whether two object variables reference the same instance. It returns true if the two variables reference the same object; otherwise, it returns false.