

Classes And Methods In C#

A class in C# is a blueprint or template that is used for declaring an object. However, there is **no need** to declare an object of the static class.

A **class** consists of **member variables, functions, properties** etc.

A **method** is a block of code in C# programming. The function makes program modular and easy to understand.

In object oriented programming, **classes** and **methods** are the essential thing. It provides **reusability** of code and makes C# programming more **secure**.