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| **C#** | **TYPESCRIPT** |  |
| class Flight  {  public int FlightNumber { get; set; }  private int flightPrice;  public int FlightPrice  {  get { return flightPrice; }  set { flightPrice = value; }  }  } | class Flight {  public flightNumber:number;  private \_flightPrice: number;  public set flightPrice(val: number) {  this.\_flightPrice = val;  }  public get flightPrice():number {  return this.\_flightPrice;  }  } | **Creating getter and setter** |
| Default is private | Default is public | **Default access modifiers** |
| class Flight  {  public Flight()  {  }  } | class Flight {  public constructor() {  }  } | **Defining constructor** |
| Is allowed | Is not allowed | **Constructor overloading** |
| Optional use | Must use | **Using this to access class members** |