When you create object only the fields are getting stored inside the object, but can access all the remaining members

Class Members

1. Fields = Used to store the details about object.
2. Methods = Used to manipulate.
3. Constructors = Used to initialize the fields.
4. Properties = Used to set or get the values into the private fields.
5. Events = Used to raise the notification to other classes.
6. Destructors = Used to clear and managed resources.

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