**Using the Nested classes:**

A nested class is a class declared in another enclosing class

**Syntax:**

class Outer\_class

{

// Code..

class Inner\_class

{

// Code..

}

}

* A nested class can be declared as a private, public, protected, internal, protected internal, or private protected.
* Outer class is not allowed to access inner class members directly
* You are allowed to create objects of inner class in outer class.
* The scope of a nested class is bounded by the scope of its enclosing class.
* By default, the nested class is private.

**Example:**

**using System;**

**class** Outer\_class

{

// Method of outer class

**public void method1**()

{

Console.WriteLine("Outer class method");

}

// Inner class

**public class** Inner\_class

{

// Method of inner class

**public void method2**()

{

Console.WriteLine("Inner class Method");

}

}

}

**class** GFG

{

// Main method

**public static public void Main()**

{

// Create the instance of outer class

**Outer\_class** obj1 = new **Outer\_class**();

obj1.**method1**();

// Creating an instance of inner class

Outer\_class.Inner\_class obj2 = **new** Outer\_class.Inner\_class();

// Accessing the method of inner class

obj2.**method2**();

}

}