

object

Objects are created using class instances. A class defines the type of an object. Objects store real values in computer memory.

Class

A class is a template that defines a data structure and how data will be stored, managed, and transferred. A class has fields, properties, methods, and other members.

properties

a property is a member of a class that provides a way to read, write or compute the value of a private field.

Indexers

C# introduces a new concept known as Indexers, which are used for treating an object as an array.

Object Pooling

Fridge and frozen food

Generics

generics allow you to write a class or method that can work with any data type.

Managed Code and Unmanaged Code

Boxing and Unboxing

Interface and abstract

Dispose and Finalize

sealed classes

partial classes

extension method

Serialization

delegates