# Procedural

We’ll use modern c#, but try to stick to a readable style (using var), but using code similar to that used when an approach was common – so “for …” in procedureal rather than “foreach…”.

Sidebar – we aren’t using struct, because that doesn’t allow us to change it after creation, which is something we’ll come back to later.

We are going to use public, and members not properties.

# Object Orientated

## Simple objects

## Inheritance

## Interfaces

## Complex custom object tree - DTOs