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| CPP | C# |
| CPP compiles to low level machine code. | C# compiles to Common Intermediate Language (CIL) |
| Compiled CPP program is not portable, so multiple binaries need to be created targeting different platforms. | As long as the platform has a suitable Common Language Runtime (CLR) for the targeted platform the compiled assembly can run in any platform. |
| In CPP manual deallocation of allocated memory needs to be done | In C#, garbage collector is present to clean up unused memory block. |
| Pointer can be used in CPP. | Pointers can only be used in C# in unsafe context. |
| CPP don’t check array boundries. Hence out of bound index will not throw error which might cause problem. | C# throws an IndexOutOfRangeException when an out of bound index is used. |
| CPP allows multiple inheritance. | C# doesn’t allow multiple inheritance. |