



## this & readonly



```
}  
}
```

If we try to modify the **name** field anywhere else, we will get an error.

There are three major differences between **readonly** and **const** fields.

First, a constant field must be initialized when it is declared, whereas a readonly field can be declared without initialization, as in:

```
readonly string name; // OK  
const double PI; // Error
```

cs

Second, a **readonly** field value can be changed in a constructor, but a constant value cannot.

Third, the **readonly** field can be assigned a value that is a result of a calculation, but constants cannot, as in:

```
readonly double a = Math.Sin(60); // OK  
const double b = Math.Sin(60); // Error!
```

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The readonly modifier prevents a member of a class from being modified after construction.



### All About This

Complete the Avg class by creating the constructor to perform necessary calculations.

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