Markers

* Markers that have no methods are called null interfaces.
* Null interfaces can be markers but not all markers are null interfaces.

Types of Markers

* ISerializable
* IClonable

Peek()

* Reads first in queue without removing from queue.

Question paper:

* Class Customer
  + Properties
    - ID
    - Name
    - CONTACT
    - Address
  + Also has
    - List of Orders/bills/branches/products/complaints
* Nested Class Car
* Parameters
* In Try catch we can use when
* Two questions from collection
* Date Time
* Delegates
  + What are
  + Types
  + When to use which delegate provide it with code examples
* Events

Functional pointers

* It is a reference to a method directly.
* A pointer to a method is called as functional pointers.
* In .Net you can create strongly typed functional pointers whose signature looks like a method.
* In .NET strongly typed functional pointers are called as delegates.

Delegates

* Delegates are DataTypes.
* Constructor of the delegate takes the address of the method being passed.
* Two types
* Single cast
  + Points to single cast
* Multi cast
  + Points to multi cast
* Methods with return type are not suitable for multi cast because the last invoked method will only be stored that is it overwrites.
* Only void methods are suitable for Multi cast.
* All Events are multi cast delegates.
* An event is an action that is raised at the time of action.
* All events are multi cast.