**C#: Day-07-Task:**

1. **Indexers**:

* An indexer is a special type of property that allows a class or a struct to be accessed like an array for its internal collection.
* It can defined the same way as property but instead of the property name we put “this” keyword and square brackets.
* There are three types of Indexers:

Custom indexers, Generic Indexers, Overload Indexers

1. **Pure Virtual Function**

* Pure Virtual Functions is terminology pf C++ but in C# it is equivalent to abstract functions, which means we have an abstract method into an abstract class without implementation and any derived class must override this function and give its own implementation.
* The difference between pure virtual Functions and virtual functions is that when creating a virtual function in non-abstract class, it is optional to override it in any derived class, but when creating pure virtual (abstract) function you are forced to override it in any derived class.

1. **Destructors**

* They are methods inside the class used to destroy the instances of a class when they are no longer needed. It is called implicitly by .Net Framework’s Garbage Collector and programmer has no control on it.
* There cannot be more than one destructors in a class.
* They have no return type and has the same name of the class with ~ before it.
* They don’t accept parameters or access modifiers.
* They are only used in classes and cannot be used in Struct
* They cannot be overloaded or inherited.
* They are called when the program ends.