**readonly** – може да бъде присвоявана стойност само при декларирането или в конструктора. Because value types directly contain their data, a field that is a readonly value type is immutable. Тъй като референтните типове съдържат препратка към своите данни, поле, което е референтен тип само за четене, винаги трябва да се отнася към един и същ обект. Този обект не е неизменен.

**init** - Mechanisms for building immutable data in C# haven't changed since 1.0. They remain Declaring fields as **readonly** and declaring properties that contain only a **get** accessor. The init accessor makes immutable objects more flexible by allowing the caller to mutate the members during the act of construction.

struct Point{

public int X { get; init; }

public int Y { get; init; }

}

**sealed** – The sealed modifier prevents other classes from inheriting from it. You can use the sealed modifier on a method or a property in a base class:

* It enables you to allow classes to derive from your class
* Prevents the overriding of specific virtual methods and properties

**protected** - A protected member is accessible within its class and by derived class instances.