**What is the difference between class and struct in C#?**

Type:

* Class is a reference type, meaning it is stored on the heap, and when you assign a class object to another, both refer to the same object in memory.
* Struct is a value type, meaning it is stored on the stack, and when you assign a struct to another, a copy of the value is created.

Inheritance:

* Class can be inherited (you can create subclasses).
* Struct cannot be inherited. It cannot have a base class (except System.ValueType).

Memory Management:

* Class objects are managed by the garbage collector, meaning the memory is automatically cleaned up when no longer in use.
* Struct objects are not managed by the garbage collector and are more lightweight, as they are typically used for small data structures.

Default Constructor:

* Class can have a custom constructor, and it is allowed to be created without passing values.
* Struct has a default parameterless constructor automatically provided by the compiler, and you cannot define your own parameterless constructor.

Nullability:

* Class can be assigned a value of null.
* Struct cannot be null unless it is nullable (using Nullable<T> or T?).

**A screenshot of a survey

Description automatically generated**