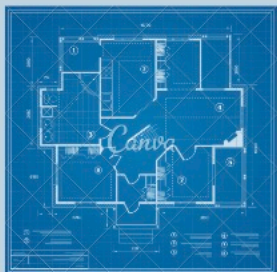


OBJECT ORIENTED PROGRAMMING C#



Classes and Objects

A class is a blueprint for creating objects (instances), which are specific realizations of the class.

Constructors

A constructor is a special method used to initialize objects.



$f(x)$

Methods

A method is a function defined within a class that describes the behaviors of the objects created from the class.

Fields

A field, also known as an attribute or instance variable, is a variable defined in a class to hold data.

(x)

$\{x\}$

Properties

A property is a special kind of attribute that allows for controlled access to the private fields of a class.

Control Structures

