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| **C++** | **C#** |
| 1. C++ compiles to machine code. | 1. C# compiles to CLR (Common Language Runtime). |
| 2. Memory management is done by the programmer manually. | 2. The garbage collector handles memory management automatically. |
| 3. Multiple inheritance is supported. | 3. Multiple inheritance is not supported. |
| 4. The compiler does not do bound checking. | 4. It throws an IndexOutOfRangeException when an out of bound index is used. |