**Dynamic types**

C# 4.0 (.NET 4.5) introduced a new type called dynamic that avoids compile-time type checking. A dynamic type escapes type checking at compile-time; instead, it resolves type at run time.

dynamic a = 3;

a = "hello";

The last one is gonna be taken as a type which is a string in our case.

Int a =3; is a static type

The difference between generic types and dynamic types is that generic

types are resolved at compile time however dynamic types are decided at runtime.

**Constructor**

List<int> x = new List<int>();

Here we initialize parameterless constructor.

List<int> y = new List<int> {1,3};

Here we don’t need a parameterless constructor.