Generics ->

Generics is a feature in C# that allows developers to define classes and methods that can work with any data type. This is done by using type parameters, which are placeholders for real data types.

e.g. -> swapping numbers

using System;

using System.Collections.Generic;

namespace GenericApp

{

class Program

{

//Generic method

static void Swap<T>(ref T a, ref T b)

{

T temp;

temp = a;

a = b;

b = temp;

}

static void Main(string[] args)

{

// Swap of two integers.

int a = 40, b = 60;

Console.WriteLine("Before swap: {0}, {1}", a, b);

Swap<int>(ref a, ref b);

Console.WriteLine("After swap: {0}, {1}", a, b);

Console.ReadLine();

}

}

}