|  |
| --- |
| *Assembly*  Namespace [collection of types]  types  class, interface, structure, delegates  Function & members |

In C# there are 5 types of access specifiers:

Additionally there are two other than public, private, protected

i.e internal and internal protected

Namespace displayexample

{

Class myclass

{

Int x; //it is private

public int sum(int a,int b) //it is public

f11 🡪 key to debug the code

DATA TYPES IN C#

There are 2 data types

1. Value type

->>Int , char, double, long

Memory is allocated on stack for value type

Any data member which is static holds memory on STACK

1. Reference type

->>Arrays, objects, classes.

Memory is allocated on heap for reference type.

Any data member which is **dynamic** in size holds memory on heap.