**Properties**

Properties are combination of variable and a method where get and set are two methods.

* Get is used to return value and known as getter.
* Set is used to assign value to variable and known as setter.
* When we use only get and remove set then we say that method is of read only type.
* When we use only set and remove get then we say that method is of setter type or write only type.
* Access modifier of properties should always be narrower than that of method.
* Never compute value of getter for which we have setter it may lead to stack overflow.

Normally we have three type of property initializer: -

1. Automatic property initializer
2. Inline property initializer
3. Object property initializer

In object property initializer we have two syntaxes

* With curly braces
* With round braces

**Keywords**

**Virtual:** This keyword is added in the parent or base class so that the class inheriting parent having same method name can be able to override them. Child having keyword override in them can be able to do so.

**Override:** This keyword is added in the child class so that method of the base class should be overridden.

**New:** This keyword is added in the child class if we have assigned base class with virtual keyword and don’t want method to get overridden instead, we want to have child to have its own method with the same name that parent is having.

**Sealed:** This keyword is added in the child class so that hierarchy of get overridden should get stopped at that particular child class and no other class should not be able to inherit that class.