

A class contains the data and methods that our program uses. Numerous methods are contained in the classes and the behaviour of each class can be obtained through the method inside that class. In object oriented programming there are numerous objects that interact each other by means of actions and these actions are basically the methods given by the objects. Same type of objects have same class and are of same kind. For example, let us consider a Rectangle object. It has attributes such as length and width. Depending upon the design, it may need ways for accepting the values of these attributes, calculating the area, and displaying details. Inside the objects we have variables which are called properties and attributes. For example, a Customer object might have properties like shipping address or name. Now we define Methods that are present inside the objects we can also call it as functions. So these were the functions performed by an object which are defined inside the class. Constructors have the same name as the class or struct, and they usually initialize the data members of the new object, like a method it can also perform an action when it is called basically it defines the initial behaviour of an object. A field is a type of variable that is directly declared inside the class as these are the members of their containing type as the data stores inside the fields are for longer use and can be accessed for longer time for a single method. The data inside the field is accessible to more than one class method. A method is a block of code that contains the series of statements we can call the statements in the method by using method call. The Main method is the entry point for

every C# application, and it is called by the common language runtime (CLR) when the program is started. A property is a characteristics of a field they can be declared as read or write or both that is get and set, these are special methods called accessor.