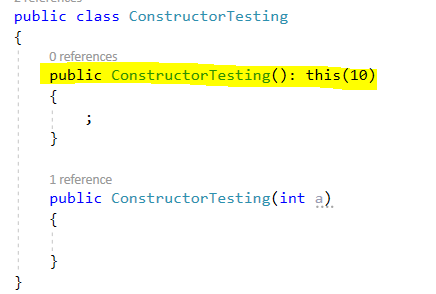
# C#

1. Constructor
   1. Constructor Chaining
   2. Private constructor
   3. Copy constructor
   4. Static constructor
   5. Can static constructor have parameter
   6. How to call another constructor from constructor



1. Abstract Class
   1. Abstract Class vs Interface
      1. When to use one over another
   2. Can abstract class have constructor – Yes
   3. Can abstract class have static constructor – Yes
   4. Can abstract class constructor have parameter: yes
   5. Can abstract class have static member
2. Garbage Collection
   1. When memory is reclaimed
   2. Generation of Garbage collection
   3. Object memory allocation
3. Thread