



# Basic Of C#.net

(TECHIRL)

# Class : Fields , Properties and Behavior

- **Class**

That represents the real world entity by encapsulating characteristics and behavior of an entity

- **Fields**

Characteristics of an entity are represented using fields

- **Properties**

To access fields of a class anywhere within an application

- **Behavior**

How class / entity would behave (methods)

# Collections

## 2 Types :

- 1) Generic : methods , fields , class can be generic
- 2) non-generic

## Definitions :

It is used to store any type of data , even it allows us to store data with no size limit as it grows or shrink automatically based on data entered

For more details go through the following link :

<https://www.tutorialsteacher.com/csharp/csharp-collection>

