**.NET Using C# Week 2 – Day 2**

* Visibility
  + Public: Any class that imports the namespace has access whether it is the same project (assembly) or not
  + Internal: Any class in the same project: Default for classes and structs
  + Protected: Only the class where is used and any derived classes
  + Protected internal: Combination of protected OR internal. Either classes in the same project or derived classes
  + Private: Only the class where it is used. The default for class members
* Structs
  + Differ from classes because they do not need to be allocated on the heap
  + Classes are reference types and are always allocated on the heap
  + Structs are value types and are usually stored on the stack
  + Cannot derive from a base struct
  + Different than structs in C, you can instantiate (kinda) a struct in C#