**Question: Outline any issues/concerns with the implemented code**

1. The data format specifiers are wrong for Console.WriteLine
   1. %d is not a valid format in C#
   2. The correct alternative versions would be the following:
      1. Console.WriteLine(“{0} {1}”, b.a.a, b.a.b);
      2. Console.WriteLine(“{0:D} {1:D}, b.a.a, b.a.b);
      3. Console.WriteLine($”{b.a.a} {b.a.b};
2. public const A a; is invalid because class instances cannot be declared as a const variable. Class instances are not constants used at compile time. Therefore a compiler error would occur during compilation
3. public const A a; initialized a to NULL. A is not explicitly defined, but not initialized to any particular value
4. The constructor of class B tries to modify the value a.a which in turn is trying to modify the value of NULL.a = 10
5. There are a couple of NULL uninitialized fields trying to be accessed in the Console.WriteLine(…) statement
   1. b.a.a – class B is trying to modify a public const A a that is currently NULL, as b.a has not been explicitly initialized with a value. b.a has only been declared.
   2. b.a.b – this value is not initialized in the constructor of class A or before accessing it. Therefore b.a.b will have a default value for the int type(which is 0) instead of having a valid value being set