Anatomy of a Class

- Data(represented by fields)
- Behaviour(represented by methods/functions)

Object

- An instance of a class

*The params keyword

```
public class Calculator
{
        public int Add(params)
        {
                …
        }
}
var result = calculator.Add(new int[] {1, 2, 3, 4, 5});

var result = calculator.Add(1, 2, 3, 4, 5);
```

*The ref keyword

```
public class Weirdo
{
        public void DoAWeirdThing(ref int a)
        {
                a+=2;
        }
}
var a = 1;

weirdo.DoAWeirdThing(a);

Console.WriteLine(a); → 3
```

```
public class MyClass

{

        public void MyMethod(out int result)

        {

                result = 1;

        }

}
```

int a;

myClass.MyMethod(out a);

Console.WriteLine(a); → 1

Example: TryParse

int number;

var result = int.TryParse("abc", out number);

if(result)

        Console.WriteLine(number);

else

        Console.WriteLine("Failed");

Access Modifiers

- public → Accessible from anywhere
- private → Accessible only from the class
- protected → Accessible only from the class and its derived classes
- internal → Accessible only from the same assembly
- protected internal → Accessible only from the same class or any derived class