**Nullable Types**

**In C# types  are divided into 2 broad categories.**  
**Value Types**  - int, float, double, structs, enums etc  
**Reference Types** – Interface, Class, delegates, arrays etc

**By default value types are non nullable. To make them nullable use ?**  
int i = 0 (i is non nullable, so "i" cannot be set to null, i = null will generate compiler error)  
int? j = 0 (j is nullable int, so j=null is legal)  
  
**Nullable types bridge the differences between C# types and Database types**  
  
**Program without using NULL coalescing operator**  
using System;  
class Program  
{  
    static void Main()  
    {  
        int AvailableTickets;  
        int? TicketsOnSale = null;  
  
        if (TicketsOnSale == null)  
        {  
            AvailableTickets = 0;  
        }  
        else  
        {  
            AvailableTickets = (int)TicketsOnSale;  
        }  
  
        Console.WriteLine("Available Tickets={0}", AvailableTickets);  
    }  
}  
  
**The above program is re-written using NULL coalescing operator**  
using System;  
class Program  
{  
    static void Main()  
    {  
        int AvailableTickets;  
        int? TicketsOnSale = null;  
  
        //Using null coalesce operator ??  
        AvailableTickets = TicketsOnSale ?? 0;  
  
        Console.WriteLine("Available Tickets={0}", AvailableTickets);  
    }  
}