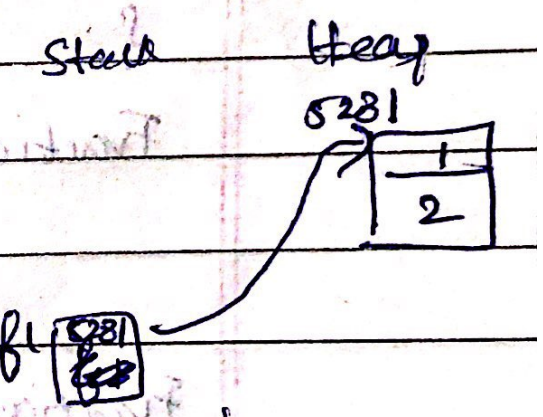
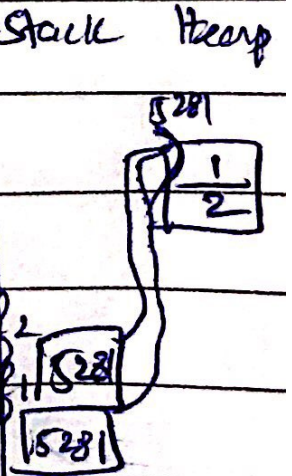
→ How memory allocation happens:

```
class Fraction                    //Reference Type.
{
    public int numerator;
    public int denominator;
}

class MainClass
{
    static void main()
    {
        Fraction fract1 = new
            Fraction { numerator=1,
                       denominator=2 };
        Fraction fract2 = fract1;
        fract2.numerator = 555;
        Console.WriteLine(fract1.numerator);
    }
}
```

o/p: 555

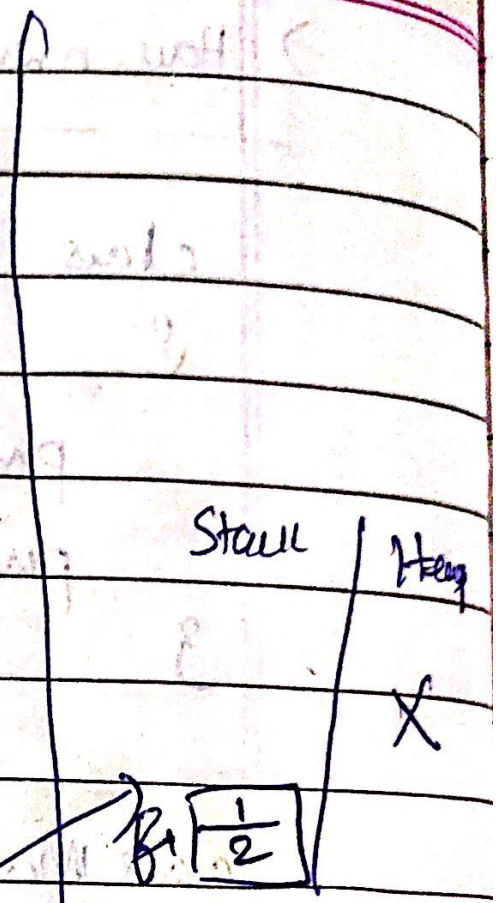


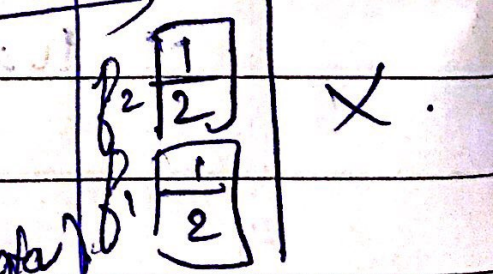



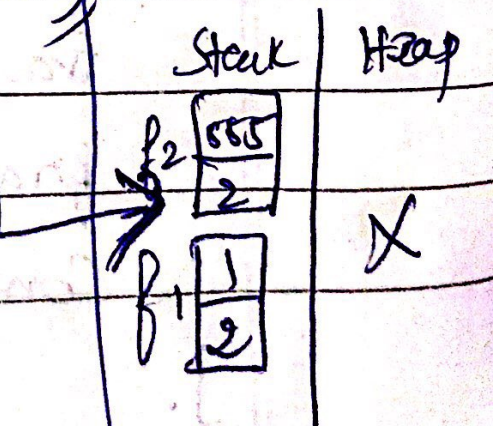

Scanned with CamScanner

⇒ Value type : (It never uses a heap.)

```
struct Fraction
{
  int numerator;
  int denominator;
}
class MainClass
{
  static void main(string[] args)
  {
  Fraction fract1 = new Fraction
                    {numerator=1;
                    numerator=2;};
  Fraction fract2 = fract1;
  fract2.numerator = 555;
  Console.WriteLine(fract1.numerator);
  }
}
```




Olp : 1

Scanned with CamScanner