

Day 35/60 - Difference Between Struct and Class in C#

Understanding the difference between structs and classes is crucial for efficient memory management in C#.

Struct (Value Type)

- Stored on the stack
- Faster and lightweight
- Does not support inheritance
- Ideal for small, immutable data types

Class (Reference Type)

- Stored on the heap
- Supports inheritance
- Can be garbage collected
- Best for complex objects

Use structs for small, simple data structures.

Use classes for large, flexible objects.

#dotnet #csharp #performance #structvsclass