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C# 12 introduced a game-changing feature: the Primary Constructor.

Primary Constructors offer a sleek way to declare constructors while cutting down on repetitive code.

With this updated syntax, parameters are listed right after the class name inside parentheses.

The C# compiler takes care of creating private fields for you.

This removes the need to define fields inside the class manually.

However, one thing to keep in mind is that these fields aren't marked as read-only by default.

Key Advantages of Primary Constructors:

↳ Cleaner property setup ⇢ Less boilerplate

↳ Smoother dependency injection ⇢ More readable and maintainable

↳ Simpler base constructor passing ⇢ Easier inheritance

↳ Full compatibility with constructor chaining ⇢ Greater control

Still, many developers haven't fully embraced this new style yet.

Maybe it's time to give it another look?

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