Fill in the blanks:

*Classes and Objects*

1. A class is a collection of methods that operate on fields
2. Using the class as a blueprint, the new keyword instantiates an object of the class type.
3. For a class’ field to be accessible from outside the class, you must annotate it with the public keyword.
4. The default field accessibility is private
5. To initialize an object, you can write a constructor
6. You can deconstruct an object into a tuple

*Values and References*

1. If a reference has not been assigned, its value is null
2. The ref and out keywords make method parameters modifiable.
3. Every class is a specialized version of the System.Object class.