**What goes on the Stack and Heap?**

We have four main types of things we'll be putting in the Stack and Heap as our code is executing: Value Types, Reference Types, Pointers, and Instructions.

**Value Types:**

In C#, all the "things" declared with the following list of type declarations are Value types (because they are from System.ValueType):

* bool
* byte
* char
* decimal
* double
* enum
* float
* int
* long
* sbyte
* short
* struct
* uint
* ulong
* ushort

**Reference Types:**

All the "things" declared with the types in this list are Reference types (and inherit from System.Object, except, of course, for object which is the System.Object object):

* class
* interface
* delegate
* object
* string