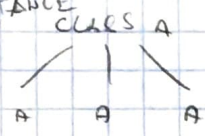
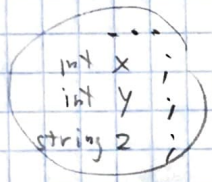


C#


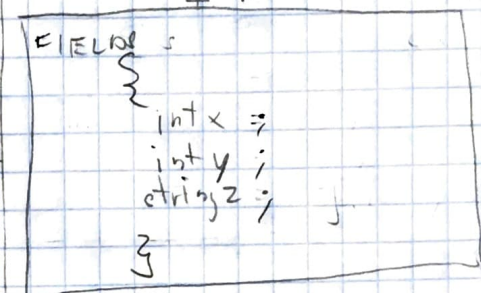
# STRUCTURES

## KIND OF LIGHT CLASS BUT:

### CLASS

- REFERENCE TYPE
- INHERITANCE  

- CONSTRUCTOR, DEFAULT CONSTRUCTOR  
CONSTR ()
- FIELDS  


### STRUCTURE

- VALUE TYPE
- NO KIDS - LIKE & NULL  

- CONSTRUCTOR MUST HAVE (PARAMETERS)  

- IN CONSTRUCTOR MUST BE INITIALIZED  
ALL FIELDS

### • OBJECTS

### • OBJECTS

...  
...  
...

IF YOU DID IT  
YOU CAN MOVE ON



### • INTERFACES

NO LIMITS