

Notice that each of these types ultimately derive from System.Object, which defines a set of

methods (e.g., ToString(), Equals(), GetHashCode()) common to all types in the .NET base class libraries

Also note that many numerical data types derive from a class named System.ValueType.

Descendents of ValueType are automatically allocated on the stack and, therefore, have a very

predictable lifetime and are quite efficient. On the other hand, types that do not have System.ValueType

in their inheritance chain (such as System.Type, System.String, System.Array, System.Exception, and

System.Delegate) are not allocated on the stack, but on the garbage-collected heap.

Stack is cleared by CLR