Access Modifiers (C# Reference)

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Access modifiers are keywords used to specify the declared accessibility of a member or a type. This section introduces the five access modifiers:

- `public`
- `protected`
- `internal`
- `private`
- `file`

The following seven accessibility levels can be specified using the access modifiers:

- public: Access isn't restricted.
- protected: Access is limited to the containing class or types derived from the containing class.
- internal: Access is limited to the current assembly.
- protected internal: Access is limited to the current assembly or types derived from the containing class.
- private: Access is limited to the containing type.
- private protected: Access is limited to the containing class or types derived from the containing class within the current assembly.
- file: The declared type is only visible in the current source file. File scoped types are generally used for source generators.

This section also introduces the following concepts:

- Accessibility Levels: Using the four access modifiers to declare six levels of accessibility.
- Accessibility Domain: Specifies where, in the program sections, a member can be referenced.
- Restrictions on Using Accessibility Levels: A summary of the restrictions on using declared accessibility levels.

See also

- Add accessibility modifiers (style rule IDE0040)

- C# Reference
- C# Programming Guide
- C# Keywords
- Access Modifiers
- Access Keywords
- Modifiers