**Members of a type / Members of a class**

* Fields
* Methods
* Properties
* Constructors
* Destructor
* Events
* Nested Types

**Access Modifiers / Access Specifiers**

* private
* internal
* protected
* protected internal
* public

Signature of a method = Method name + Parameters

**Method Overloading**

“Existence of multiple methods of a same name and different parameters is called method overloading”

* Number of parameters
* Type of parameters
* Sequence of type of parameters