

## **1. Copy Constructor**

- **A special constructor in C# that creates a new object by copying data from another object of the same class.**
- **Example use: duplicating an object with the same values.**

## **2. Indexer**

- **Allows objects to be accessed like arrays using [].**
- **Used when a class represents a collection.**
- **Business cases:**
  - **Accessing products in an inventory by ID.**
  - **Getting/setting student grades by index.**
  - **Working with datasets or configuration values.**

## **3. Keywords from last lecture (common ones in OOP C#):**

- **class, struct → define types.**
- **public, private, protected, internal → access modifiers.**
- **static → member belongs to class, not object.**
- **this → refers to current instance.**
- **new → create object.**
- **override, virtual, sealed → polymorphism and method overriding.**
- **readonly, const → constants and immutable fields.**