

Difference between class and struct in C#:

- **Class** → Reference type (stored on heap), supports inheritance, can have destructors, default null.
- **Struct** → Value type (stored on stack), does not support inheritance (only interfaces), lightweight, cannot be null (unless nullable).

Other relations between classes (besides inheritance):

- **Association** → General link between two classes (e.g., Student–Course).
- **Aggregation** → "Has-a" relationship where one class contains another, but both can exist independently (e.g., Department–Teacher).
- **Composition** → Strong "part-of" relationship, contained object cannot exist without the container (e.g., Car–Engine).