**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.**