

Day 48

23/04/2025

Memory management

↓
constructor uses → New keyword.
↓
object

A class can have any number of constructor with parameter and without parameter. (overloading).

↓
Same name different parameter

```
public class Employ {  
    public Employ (student std)  
    {  
        std.name *  
    }  
}
```

↓
copy constructor.

```
}  
public class Employ (int a, int b)
```

↓
primary constructor

```
{  
    public int x {get; set;} = a;  
    public int y {get; set;} = b;  
}
```

```
public class Emp (inta, int b) : Stud (b)
```

✓
to sent parameters to another class.

To create object for class:-

(or) Emp E = new Emp();
Emp E = new (); ↓

↓
both are same;

↓
don't need constructor

Class → also called reference type.
↳ memory allocated by calling the variable and store in both heap and stack

Struct → same as class but it value type.

* its lightweight.

* best for small operations

* quick responses.

```
public struct stu  
{  
    // name type
```

```
    public stu() → constructor  
}
```

```
}
```

Sealed → can not inherit.

↓
can only use by creating object

```
public sealed class stu {
```

```
}
```

string, to Open operator

enum type

```
public int call (int a, int b, string op) {  
    int result;  
    switch (op) {  
        case "+" : result = a + b; break;  
        case "-" : result = a - b; break;  
        case "*" : result = a * b; break;  
        case "/" : result = a / b; break;  
        default :  
            result = 0;  
    }  
    return result;  
}
```


public enum Oper (type - same way)
{

Add, → members.

Sub,

mul,

Div

}

→ enum type.