1.

Value types – primitive value types, structure, enumeration

Reference types – all others /Interfaces, classes, dynamic…/

2.

Value type assigns its value to variable

Reference type assigns a reference /pointer/ to its value

3.

Value type is a copy of the original variable

Reference type puts its reference to the same object

4.

Value types are located in Stack

Reference type has a pointer in Stack, which points to the object in Heap

5.

Value types cannot be mutated

Reference type can be mutated. The mutation is a change of the variable value without changing the pointer to it.

6.

Assigning a variable is when you gives a pointer to Heap, mutation is when you change data which is already assigned

7.

Variable which is passed like **out** parameter doesn’t need to be initialized, method using the **ref** parameter has to set it to something