

Hard question of an OOP Activity

Question:

Struct is a value type and class is a reference type, what is actually means?

Answer:

Value Type (Struct): (Stored in memory)

- Variables of value types directly contain their data, and when you assign a value type to another variable or pass it as a method parameter, a copy of the data is made.
- Value types are stored on the stack.

Reference Type (Class): (How variables of those types behave)

- Variables of reference types contain a reference (memory address) to the location where the actual data is stored. When you assign a reference type to another variable or pass it as a method parameter, you are passing the reference (not the actual data).
- Reference types are stored on the heap.