Constructor in C#

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Const Vs readonly

1. Const - const (“Constant”) is a variable of which the value is constant but at a compile time. And it’s compulsory to assign a value to it. By default a const is static but we can’t change value of it throughout the entire program whereas for static we can change
2. The const keyword is used to declare constant fields and constant local variables.
3. Once a const field is assigned a value, that value remains constant throughout the program.
4. const fields are compile-time constants (their values are determined at compile time).
5. They can only hold simple types (e.g., numbers, strings, boolean values).

Const Eg

```
Class Variables{
Const string val = ‘’Const”;
}
```

Readonly

- Readonly is the keyword whose value we can change during runtime or we can assign it at runtime but only through the non-static constructor. Not even method.
- It works like non-static variables. There will be no run-time error when we try to change value with parameterized constructor, the value will be change

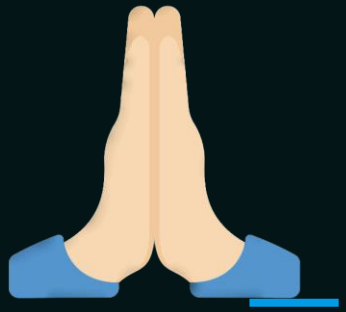
  - he readonly keyword is used to declare read-only fields.
  - Read-only fields can be assigned a value only during declaration or within the constructor of the same class.

  - are runtime constants (values can be assigned at runtime).
  - Unlike const, readonly fields can hold complex types.

Readonly Eg

```
Class Variables{

Readonly string str;

Public Variables(){

        Str = “Value can change”;

}

Public Variables(string value){

        Str = value

}

}
```

Thank You



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