By using Reflection in C#, one is able to find out details of an object, method, and create objects and invoke methods at runtime.

Reflection allows you to write code that can inspect various aspects about the code itself.

**It enables you to do simple things like:**

Check the type of an object at runtime (simple calls to typeof() for example)

Inspect the Attributes of an object at runtime to change the behavior of a method (the various serialization methods in .NET)

**To much more complicated tasks like:**

Loading an assembly at runtime, finding a specific class, determining if it matches a given Interface, and invoking certain members dynamically.