**Lazy Loading Pattern**

Object on Demand is also called Lazy loading pattern, Lazy loading delays the initialization of object. This is a new feature of C# 4.0 and can be used when we are working with large objects when it is not in use. This article will explain you about "**Lazy**" class.  
  
Suppose we have Candidate class and EducationProfile class. One candidate can have more than one EducationProfile (like: Bachelors (BBA), Master(MBA)). If you want to show the EducationProfile with the respective Candidate, you need to load EducationProfiles associated with that Candidate. If you are loading an Education Profile with the respective candidate you need to initialize a Candidate object and that is supposed to be huge .  
  
For avoiding the situation you can use the Lazy Loading Pattern. Loading of EdutioanProfile will only happen when you will use EducationProfile list. And this will make sure fast action in comparison to the normal one and performance will also increase.

As we know, lazy loading is a nice feature of applications, not only to improve the performance of the application but also it helps to manage memory and other resource efficiently. Basically we can use lazy initialization when a large object is created or the execution of a resource- intensive task in particular when such creation or execution might not occur during the lifetime of the program.