Class Struct

1)Reference type. 1)Value type.

2)Allocated on the **heap**. Objects are 2) Allocated on the **stack** ,

Accessed by reference. Directly holds the data.

3) Supports inheritance 3) Does not support inheritance.

4) Can have parameterless constructors and custom 4) Cannot have an explicit

Constructor parameterless constructor (C# provides a default one). Custom constructors must initialize all fields

5) Generally slower in performance due to 5) Generally faster because it is

heap allocation and garbage collection. allocated on the stack and

avoids the overhead

of heap allocation.