conversely /ˈkɒnvɜːsli/ adv

(formal)

in a way that is the opposite or reverse of something

***Pro C# 7:***

**For example, the class that defined the main window of a desktop application will be in memory until the**

**program terminates. Conversely, objects that have only recently been placed on the heap (such as an object allocated within a method scope) are likely to be unreachable rather quickly.**