**Stack**

Stack is used for Static memory allocation. It is special type of collection. It stores elements in LIFO style. Variables stored are in the stack are directly in the RAM and the access to this variable is fast. When the program is compiled itself the variables are stored into the stack. In general value type variables are stored in stack.

**Heap**

In heap dynamic memory allocation happens.ie the variables are stored during run-time. In general reference type variable are stored in Heap. Heap size is limited by the size of the virtual memory.

**Garbage collection**

Feature in Microsoft.net framework where we can clear the space allocated to object once the activities related to that object is finished. Garbage collection automatically starts operation when the;

1.vrtual memory is running out of space

2.when allocated memory is suppressed beyond the acceptable threshold

3.we can call GC.collect() method explicitly and GC runs.

**Extension Methods**

Extension method enables us to add methods to existing types without creating a new derived type or recompiling or by modifying the original type.

It is a special kind of static method defined in a static class. The main difference static method and the extension method is that the first parameter of the extension method specifies the type it is going to operate on, preceded by this keyword.