C# 10 and .NET 6 Notes

# Chapter 5 – Building your own types with Object Oriented Programming

## Access Modifiers

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| private | Member is accessible from inside the type only |
| internal | Member is accessible from inside the type and any type in the same assembly |
| Protected | Member is accessible from inside the type and any type that inherits the type |
| Public | Member is accessible anywhere |
| Internal Protected | Member is accessible inside the type, any type in the same assembly and any type that inherits from the type. Internal OR protected |
| Private Protected | Member is accessible from inside the type and any type that inherits from the type and is in the same assembly. Internal AND protected |