Readonly vs Const Keywords

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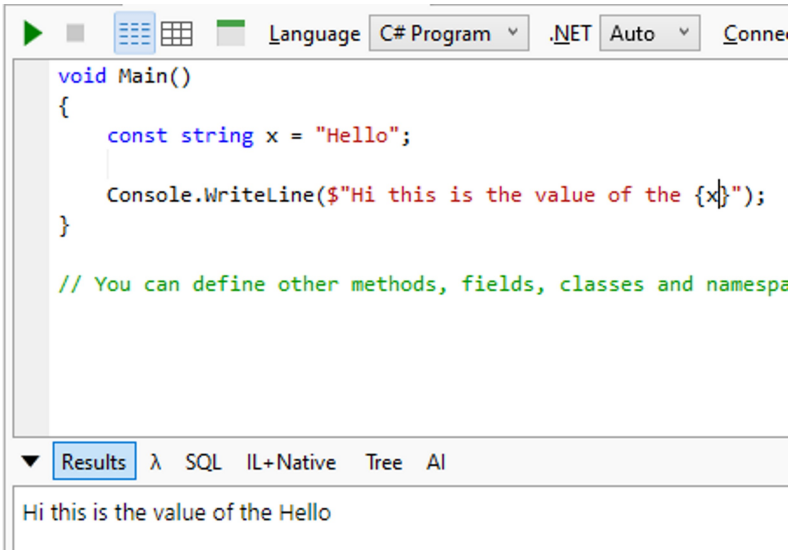
- So both are constant variables, the main difference is when can we initialize them
  Const can be initialized only at compline time where **Readonly** can be initialized both at compile or run time, but for both once initialized can not be changed
- **Readonly** can be initialized inside the Constructer

Const

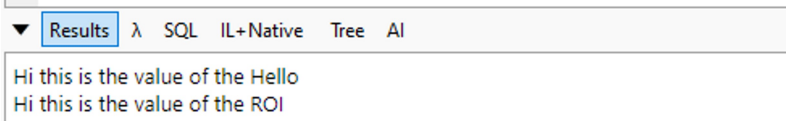
- Keyword that creates a constant
- Must have a value at compile time
- Static by default



Readonly

- Ensures that an instance variable or property cannot be modified after initialization
- Cannot be used on local variables
- Can be initialized during compile time or runtime

```
void Main()
{
    const string x = "Hello";
    Console.WriteLine($"Hi this is the value of the {x}");

    InitializeReadOnlyVar obj = new InitializeReadOnlyVar("ROI");
    Console.WriteLine($"Hi this is the value of the {obj.x}");
}

public class InitializeReadOnlyVar{

    public readonly string x;

    public InitializeReadOnlyVar(string value){

        x = value;

    }

}

// You can define other methods, fields, classes and namespaces he
```




```
Hi this is the value of the Hello
Hi this is the value of the ROI
```

Reference

https://www.linkedin.com/learning/nail-your-c-sharp-interview/readonly-versus-const?autoSkip=true&resume=false