

typeof(T)

1. obj.GetType()
2. Type.GetType(N)

System.Type
 Employee e = new Employee(186, 82);
 Interval i = new Interval(3, 45);

[AttributeUsage(AttributeTargets.Class)]
 class AmountLimitsAttribute : Attribute
 {
 public double Lower {get; set; } = 10000;
 public double Upper {get; set; } = 1000000;
 }

[AmountLimits]
 [AmountLimits(lower=5000)]
 [AmountLimits(upper=5000000)]
 [AmountLimits(lower=5000, upper=5000000)]