

- **Object-Oriented programming (C#)**
- **Classes and objects**
- **Class members**
- **Properties and fields**
- **Methods**
- **Constructors**
- **Finalizers**
- **Events**
- **Nested classes**
- **Access modifiers and access levels**
- **Instantiating classes**
- **Static Classes and Members**
- **Anonymous types**
- **Inheritance**
- **Overriding Members**
- **Interfaces**
- **Generics**
- **Delegates**