Sr No.	Parameters	C	C#
1.	**Language Type**	C is a Procedure Oriented programming language (POP).	C# is an Object-Oriented Programming Language (OOP). Also, one of the languages which support Component-Oriented programming
2.	**Developer**	Dennis Ritchie	C# is developed by Microsoft Co. (led by Andres Hejlsberg) in 2000
3.	**Evolution**	C is evolved from B, BCPL languages. It is s super set of B.	C# take references from C,C++ and Java too.
4.	**Extension**	C files have extension .c	C# flies have extension .cs
5.	**Execution Approach**	C used top-down approach.	C# uses bottom-up approach.
6.	**Execution Speed**		C# execution is slower than C.
7.	**Where Used**	C is mostly used to develop software.	It is mostly used to modal real life problem into program and use to develop web, mobile and desktop application.
8.	**Proximity to Hardware**	C is more nearer to hardware than C#	Does not have close interaction with the hardware.
9.	**Basic Building Block**	Functions (C is function-driven)	Objects (C# is Object driven)
10.	**Header file**	Supported in C	Not supported by C#
11.	**Keywords & Contextual keywords**	C contains 32 keywords	There are 78 keywords and 31 contextual keywords in C#
12.	**Use of keyword as identifiers**	Not Allowed	C# permits use of keywords as identifier when they are prefixed with '@' character.
13.	**Data Types**	Support primitive data type	All C# involves 2 integral types in it.
14.	**Size of Data Types**	Varied according to the machine	Data Types have fix size that are machine independent.
15.	**Integral Data Type**	There is only one integral type available in C	C# involves 2 integral types in it.
16.	**Data Security**	Data is not secured.	Data is secured.
17.	**Data Visibility modes**	C does not provide any data visibility mode	C# provides different data visibility modes : Public, Private, Protected, Internal, Internal Protected.
18.	**Declaration Flexibility**	Inflexible, all variable declarations within a scope occur at the beginning of that scope	Flexible, allow the declaration of a variable anywhere in the scope.
19.	**Variable Name (identifier) length**	32 characters	No such limit.
20.	**Dynamic Initialization of Variables**	Does not support, a variable must be initialized using a constant expression.	Support, variable can be initialized at runtime using expression at the place of destination.
21.	**Dealing with uninitialized Variables**	Uninitialized variable remain undetected in C & thus gives unpredictable output.	C# checks for Uninitialized variable & gives error messages at compile time.
22.	**Automatic Coercions**	Yes, with no warnings if loss could occur	Not at all if loss could, must cast explicitly.
23.	**Test Expression Outcome (return value)**	Test expressions for control flow constructs return an integer value (0/1) in C	Test expressions for control flow constructs return an integer value (true/false) in C#
24.	**Iteration statements (loop)**	C has 3 iteration statements (loop) for, while, do-while.	C# has 4 iteration statements (loop) for, while, do-while, foreach.
25.	**Silent Fall-Through in switch statements (free flow case to case)**	Allowed in C	Does not allow in C#, explicit jump statement is required
26.	**Switch applicability**	Switch can be applied to integers & characters in C	Switch can be applied to integers, characters & on string values too in C#
27.	**Arrays**	In C, arrays are the collection of elements of the same data type. Arrays are of value type.	In C#, arrays are classes. Arrays are of reference types.
28.	**Array Bound Checking**	An array in C is not bound checked	An array in C# is bound checked
29.	**Runtime Error handling (Exception Handling)**	C does not formally support Exception Handling	C# Supports Exception handling
30.	**Memory Management**	Manual	Managed, using an automatic garbage collector
31.	**Macros**	Supported in C	Not supported in C#
32.	**Pointers**	Supported in C	Not supported in C#
33.	**Global Variables**	Supported in C	Not supported in C#
34.	**Typedef statement**	Supported in C	Not supported in C#
35.	**Versioning support**	Not supported in C	Supported in C#
36.	**Support for metadata**	Not supported in C	Supported in C#