Constructor:

* When a class or struct is created, its constructor is called.
* Constructor has the same name as the class or struct, and they usually initialize the data members of the new object.
* Class is instantiated with new key word.

Default constructor:

* Default constructors are those which are instantiated without passing the parameters.

Private constructor:

* To prevent a class from being instantiated we use private constructor.
* It is generally used in a class which has static members only.

Destructor:

Destructors are used to destruct the instance of a class.

* Destructors cannot be defined in structs. They are only used with classes.
* A class can only have one destructor.
* Destructors cannot be inherited or overloaded.
* Destructors cannot be called. They are invoked automatically.
* A destructor does not take modifiers or have parameters.

Polymorphism

Compile time

Runtime

Sealed class

Access modifiers