Private, Public, Protected

C# Classes
Public and Private
What is the default? Is it like C++?
→ (*X). Y

Restudy the "X.Y" and "X → Y" Examples

Default members are inaccessible and Policies

Inheritance: Methods and data members from the class above

A. Class: Cannot be instantiated, but can have abstract methods but not required (Including Non-abstract Methods)

Abstracts can be only Changed from [what inherits] or from itself (like a static)
↳ Virtual classes

Virtual Classes Can be changed in classes that derive from the base class
BUT NOT necessarily required

override helps to implement the abstract class

* What is the arrow function in C#? [=>] → "Lambda Expression"

Base Class

Class example:

```
class Square : Shape      // Shape Members are getting inherited from Square Class Members
{
    Private int _Side;
    Public Square (int n) => _Side = n;
    Public override int GetArea () => _Side * _Side;
}
```

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* Read more about "abstract" methods?