

## Re: ValueType reference in objects

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*Source:*

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2006-11/msg04250.html>

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- *From:* "parez" <psawant@xxxxxxxx>
  - *Date:* 22 Nov 2006 12:25:41 -0800
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Hey

You could try creating a custom integer class and pass it to the your  
cons instead of int

Peter Duniho wrote:

"Andre Azevedo" <Andre Azevedo@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message  
<news:6C65D414-810D-4827-97D1-08D25BA4E48D@xxxxxxxxxxxxxxxxxxxx>

C# copies the value from the i variable to the object heap field i.  
Is this correct? Heap object doesn't point to stack variables?

No, it doesn't. There might be a way to generate a reference to a local  
variable, but if there is I don't know what it is, and for sure the code you  
posted doesn't. Except, of course, as the "by reference" parameter in the  
constructor...but in that case, you still can't access the reference  
directly, it just means that if you change the value of the parameter in the  
constructor, the original variable passed in is changed as well. That  
behavior does not extend to other values to which the parameter is assigned.

Pete