

# Overview of Constraints (useful)



Constraint	Description
where T : struct	The type argument must be any <b>value type</b> , except Nullable<T>
where T : class	The type argument must be a <b>reference type</b> (i.e. any class, interface, delegate or array)
where T : new()	The type argument must have <b>public parameterless constructor</b>
where T : Interface	The type argument <b>must be or implement</b> the specified <b>interface</b>
where T : BaseClass	The type argument <b>must be or derive from</b> the specified <b>base class</b>
where T : U	The type argument T <b>must be or derive from</b> the type argument U

# Overview of Constraints (not that common)



Constraint	Description
where T : unmanaged	The type argument must not be a reference type and must not contain any reference members at any level of nesting C#7.3+
where T : System.Enum	C#7.3+
where T : System.Delegate	C#7.3+
where T : notnull	The type argument must be a non-nullable type.