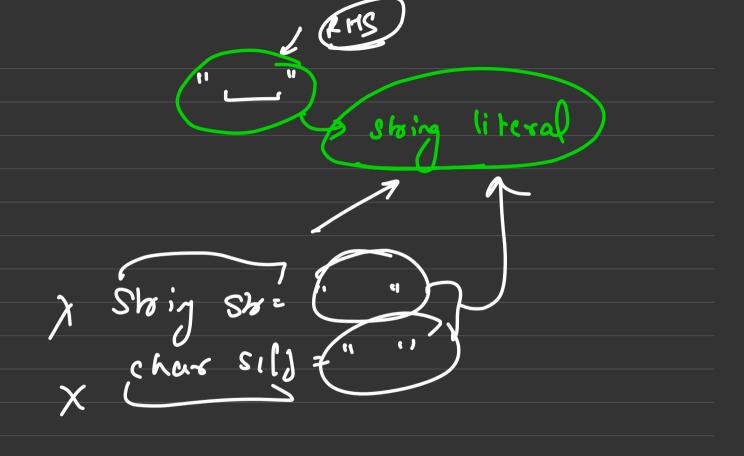
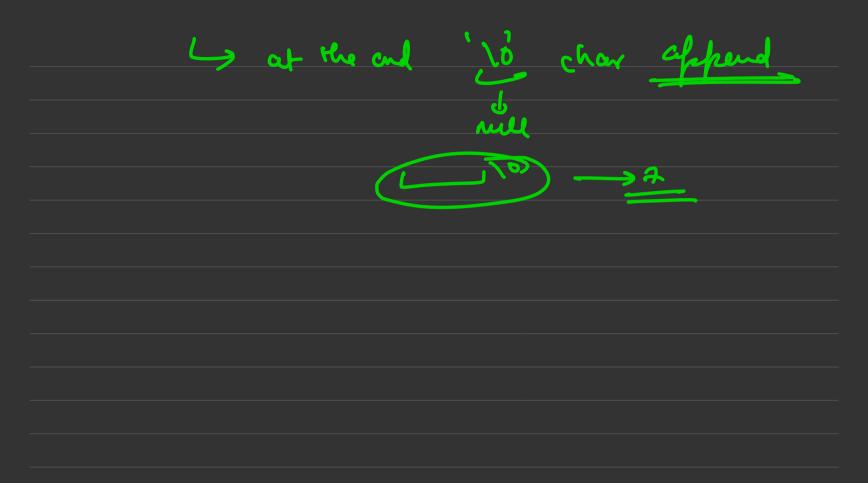
Strings are a bunch/collection of char usually used to referencent tent. char -> C++ -> generally 1 byte any problems ??

La How strings are umplemented? (in CfT)
There are nulliple wraffers that exist for emplementation of 820igs. But under the hood, one functionally is common, that it is represented as Character ang:





const char s

char sill="

