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The "System.String" class

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The System.String class

- "String" is a class in "System" namespace, which represents a group of characters.
- "string" is a keyword that is alias name to "System.String" class.
- String literals are represented with double quotes " ".
- Every string literal is represented as an object of "System.String" class.
- String is immutable (read-only); so we can't change the value of string object after creating it.

String

"Hello World"

String

```
string referenceVariableName = "value here";
```

Properties, Indexers, Constructors, Methods of System.String class

Properties	Methods	
<ul style="list-style-type: none"> • int Length 	<ul style="list-style-type: none"> • String Substring(int startIndex) • String Substring(int startIndex, int length) 	<ul style="list-style-type: none"> • String ToUpper() • String ToLower()
Operators	<ul style="list-style-type: none"> • String Remove(int startIndex) • String Remove(int startIndex, int length) • String Insert(int startIndex, string value) • int IndexOf(string value) • int IndexOf(string value, int startIndex) • int LastIndexOf(string value) • int LastIndexOf(string value, int startIndex) 	<ul style="list-style-type: none"> • bool Equals(string value) • bool StartsWith(string value) • bool EndsWith(string value) • bool Contains(string value) • char[] ToCharArray()
Indexers		
<ul style="list-style-type: none"> • char [index] 		
Constructors		
<ul style="list-style-type: none"> • String(char []) 	<ul style="list-style-type: none"> • String Replace(string oldValue, string newValue) • String[] Split(char[] separator) 	