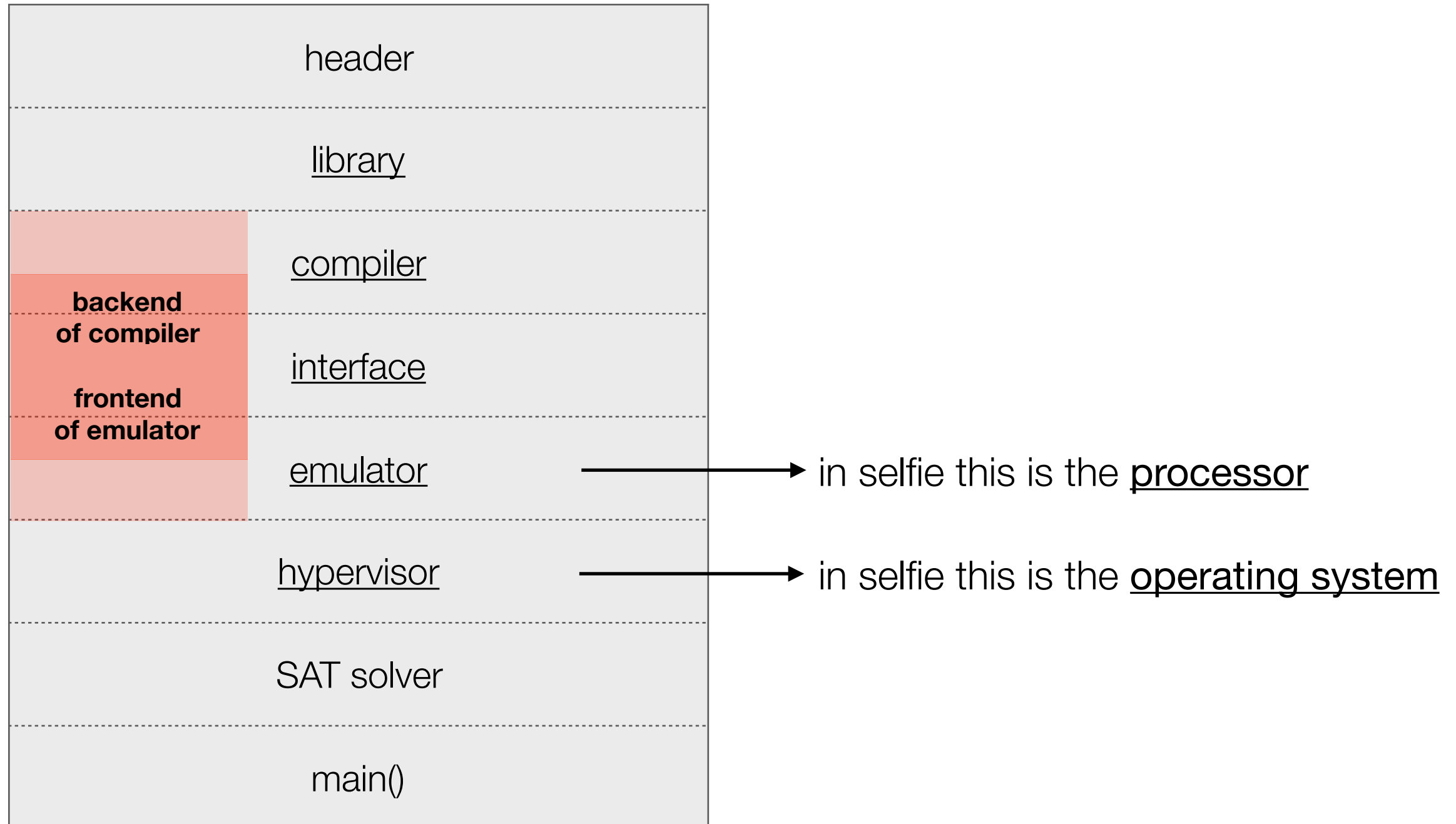


C*versus C*String

- C* strings are arrays of unsigned 64-bit integers
- C strings are arrays of characters, that is, of type `char`
- For example, `*"Hello World!"` is equal to `0x6F57206F6C6C6548` in C* but `0x48` in C
- Note that `0x48` is ASCII for `H` while `0x64`, `0x6C`, `0x6F`, `0x20`, and `0x57` are ASCII for `e`, `l`, `o`, `space`, and `w`, respectively.

Selfie Code Structure



C* versus C Strings

- C* strings are arrays of unsigned 64-bit integers
- C strings are arrays of characters, that is, of type `char`
- For example, `"Hello World!"` is equal to `0x6F57206F6C6C6548` in C* but `0x48` in C
- Note that `0x48` is ASCII for `H` while `0x64`, `0x6C`, `0x6F`, `0x20`, and `0x57` are ASCII for `e`, `l`, `o`, `space`, and `w`, respectively.