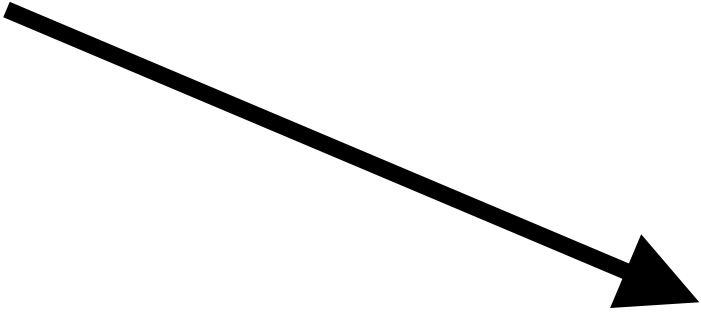
C* Characters and Strings

- C* characters are ASCII-encoded.
- C* character literals are characters in code like `'c'`.
- C* strings are stored as null-terminated sequences of characters.
  Alternatively the end of a string could be identified by storing the number of characters at its beginning.
- C* string literals are strings in code like `"this"`.
- The difference between `'a'` and `"a"`.

ascii representation
(**numerical value**)
in memory

pointer to first word of where the string is stored



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.

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