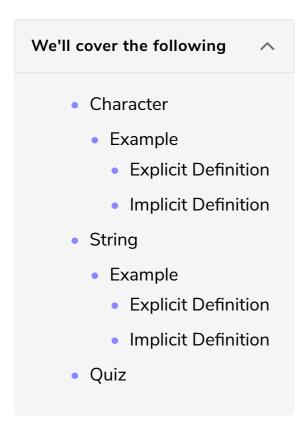
## **Character and String**

This lesson discusses character and string type.



## Character #

The variable is used to store a single character value, such as a single digit or a single alphabet. The value assigned to a char variable is enclosed in a single quote('').

**Note:** Unlike some other languages, a character in Rust takes up 4 bytes rather than a single byte. It does so because it can store a lot more than just an ASCII value like emojis, Korean, Chinese, and Japanese characters.

### Example #

The code below defines a character both explicitly and implicitly:

The following code explicitly defines the variable using the char keyword:

```
fn main() {
    // explicitly define
    let char_1:char = 'e';
    println!("character1: {}", char_1);
}
```

#### Implicit Definition #

The following code implicitly defines the character type of the variable by assigning the single value enclosed within single quotes to them.

```
fn main() {
   // implicitly define
   let char_2 = 'a';
   let char_3 = 'b';
   println!("character2: {}", char_2);
   println!("character3: {}", char_3);
}
```

# String #

A string is any sequence of characters enclosed within double quotes ("").

```
let my_string = "Rust";

string enclosed within double quotes
```

#### Example #

The code below defines a string both explicitly and implicitly:

#### Explicit Definition #

The following code explicitly defines the variable using the <code>&str</code> keyword:



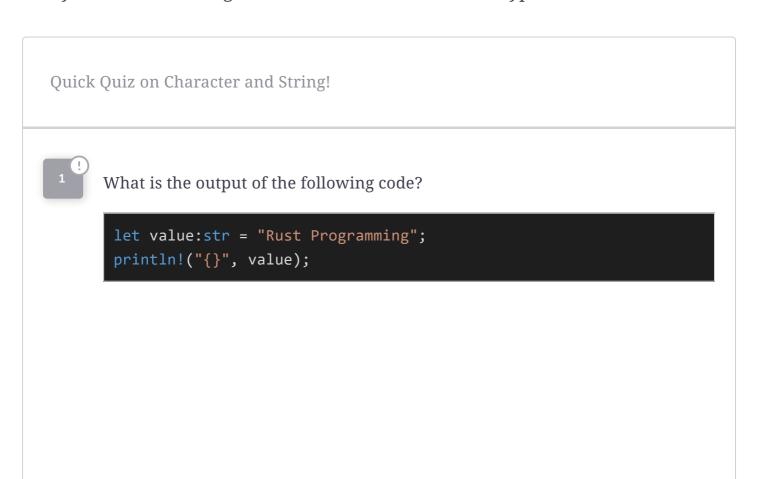
#### Implicit Definition #

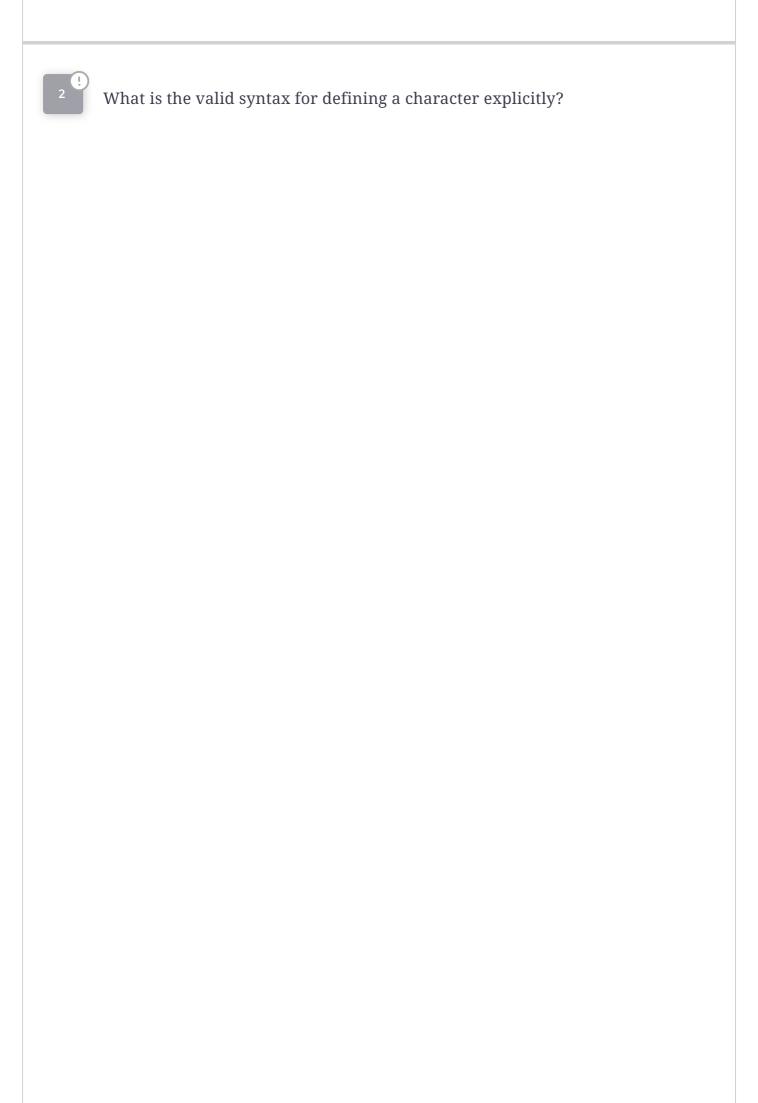
The following code implicitly defines the string type of the variable by assigning the single value enclosed within double quotes to them.



# Quiz #

Test your understanding of Boolean and Character data types in Rust!





Retake Quiz

Now that you have learned about the scalar types, let's learn about the compound type "Arrays" in the next lesson.