



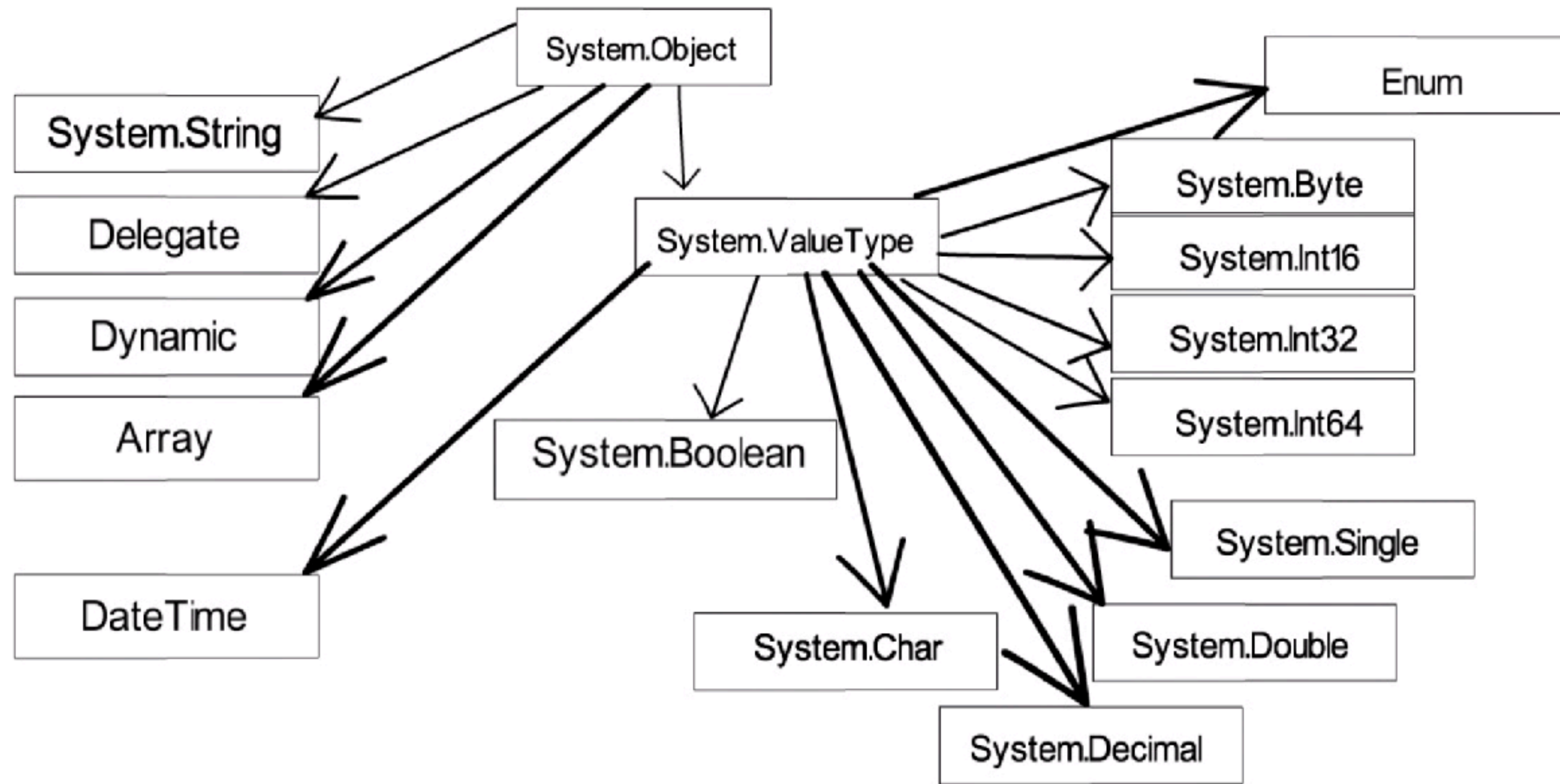
C# Strings Documentation

A string is an object of type String and stores its value as text.

A string is a reference type which means,
the text for a string is stored in a memory location called the heap.

The C# string variable does not store the strings text data in its own location in memory but rather stores a pointer or memory location that points to where the text data for a string is actually stored, in a memory location known as the heap.

Internally a string stores a read-only sequential array of char objects.



Escape sequence	Character name	Unicode encoding
\'	Single quote	0x0027
\"	Double quote	0x0022
\\	Backslash	0x005C
\0	Null	0x0000
\a	Alert	0x0007
\b	Backspace	0x0008
\f	Form feed	0x000C
\n	New line	0x000A
\r	Carriage return	0x000D
\t	Horizontal tab	0x0009
\U	Unicode escape sequence for surrogate pairs.	\Unnnnnnnnn
\u	Unicode escape sequence	\u0041 = "A"
\v	Vertical tab	0x000B
\x	Unicode escape sequence similar to "\u" except with variable length.	\x0041 or \x41 = “A”

