- String, or string, is a class that represents text.   
- Technically, its value is stored as a collection of char objects.  
- Since it is a class, it is a reference type. However, in some cases, it behaves like a value type:

* A string reference will always point to the original object, so “modifying” one reference to a string will not affect other references.
* Comparing [strings](https://www.codecademy.com/resources/docs/c-sharp/strings) with the equality operator (==) performs a value, not a referential comparison.

- This can be explained by the fact that strings are *immutable*: they cannot be changed after they are created. Anything that appears to modify a string actually returns an entirely new string object.

- Strings can be Null or Empty or Unassigned

* Unassigned means that the programmer did not give the variable any value.
* Null means that the programmer intentionally made the variable refer to no object.
* An empty string signifies a piece of text with zero characters. This is often used to represent a blank text field. It can be represented by "" or String.Empty.