



Working with Strings



Strings

It's common to think of strings as arrays of characters. In reality, strings in C# are objects.

When you declare a **string** variable, you basically instantiate an object of type **String**. String objects support a number of useful properties and methods:

Length returns the length of the string.

IndexOf(value) returns the index of the first occurrence of the value within the string.

Insert(index, value) inserts the value into the string starting from the specified index.

Remove(index) removes all characters in the string from the specified index.

Replace(oldValue, newValue) replaces the specified value in the string.

Substring(index, length) returns a substring of the specified length, starting from the specified index. If length is not specified, the operation continues to the end of the string.

Contains(value) returns true if the string contains the specified value.

The examples below demonstrate each of the String members:

```
string a = "some text";  
Console.WriteLine(a.Length);  
//Outputs 9  
  
Console.WriteLine(a.IndexOf('t'));  
//Outputs 5  
  
a = a.Insert(0, "This is ");  
Console.WriteLine(a);  
//Outputs "This is some text"  
  
a = a.Replace("This is", "I am");  
Console.WriteLine(a);
```

cs

Continue