* In C#, it's recommended to use a string when the value is not expected to change frequently, and StringBuilder when there are frequent modifications to the string.
* The base class for all arrays in C# is System.Array.
* Array.Sort() method.
* The Length property of an array object can be used to get the total number of elements in an array.
* No, System.Array can only store a single data type. However, you can create an array of objects (object[]) which can store any type of data, but this may impact performance due to the need for type conversions.
* The Array.CopyTo() method copies the elements of an array to another existing array. The elements are copied to the specified index in the destination array. The Array.Clone() method creates a shallow copy of an array, which means that a new array object is created with the same length and values as the original, but the elements themselves are not cloned. Any changes made to the elements in the new array will also affect the original array.





















