1. String VS String Builder

* • While working with the String class, every time you perform some operations on your string, you recreate the entire string in the memory over and over again, whereas StringBuilder allocates some buffer space in the memory and applies modifications into that buffer space.
* • As the StringBuilder object is mutable可变的, it provides better performance as compared to the String object when heavy string manipulations are involved.
* • String operations use more memory as compared to StringBuilder because String creates intermediate garbage instances after each operation.
* • String is in System namespace but StringBuilder is in System.Text namespace