Review

Well done, you're a reference master now!

The concept of references, especially the nuances of the `string` type, can be difficult to understand when they aren't clearly visible in the code. Let the information sink in and play with some code to check your understanding. Once you get it, this concept will save you dozens of hours of debugging.

Here's what was covered in this lesson:

The `String` or `string` type is a reference type

Strings are *immutable*, which means they cannot be changed after they are created

Being immutable also means that a `string` reference will always point to the original object, so "modifying" one reference to a `string` will not affect other references to it

With the equality operator (`==`), strings are checked for value, not referential, equality

A `string` variable can be unassigned, `null`, or empty. Empty strings can be represented by `String.Empty` or `""` — they're equivalent

If you'd like to read more about the `String` operations and methods, [the documentation has you covered](). We don't expect you to know anymore than what was covered in this lesson, but it's here if you're interested!