# COMPUTER TERMINOLOGY

## STRING

In computer programming, a **string** is traditionally a sequence of characters, either as a literal constant or as some kind of variable. The latter may allow its elements to be mutated and/or the length changed, or it may be fixed (after creation). A string is generally understood as a data type and is often implemented as an array of bytes (or words) that stores a sequence of elements, typically characters, using some character encoding. A string may also denote more general arrays or other sequence (or list) data types and structures.

https://en.wikipedia.org/wiki/String_(computer_science)

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