**String**

The string is immutable, Immutable means if you create a string object then you cannot modify it and It always creates a new object of string type in memory.

Example

string strMyValue = "Hello Visitor";

// create a new string instance instead of changing the old one

strMyValue += "How Are";

strMyValue += "You ??";

**StringBuilder**

StringBuilder is mutable, which means if create a string builder object then you can perform any operation like insert, replace, or append without creating a new instance every time. it will update the string in one place in memory and doesn't create new space in memory.

Example

StringBuilder sbMyValue = new StringBuilder("");

sbMyValue.Append("Hello Visitor");

sbMyValue.Append("How Are You ??");

string strMyValue = sbMyValue.ToString();