| Method | Runtime | Mean | Ratio | Gen0 | Allocated | Alloc Ratio |

|-----------------------: |--------- |------------:|------:|-------:|----------:|------------:|

| + operator | .NET 6.0 | 0.0103 ns | 0.000 | - | - | 0.00 |

| One-line (Hard to read) | .NET 6.0 | 0.0034 ns | 0.000 | - | - | 0.00 |

| Raw string literals | .NET 6.0 | 0.0034 ns | 0.000 | - | - | 0.00 |

| string.Join | .NET 6.0 | 368.1577 ns | 0.751 | 0.3190 | 1336 B | 0.91 |

| string.Concat | .NET 6.0 | 490.6454 ns | 1.000 | 0.3500 | 1464 B | 1.00 |

| | | | | | | |

| + operator | .NET 7.0 | 0.0440 ns | 0.000 | - | - | 0.00 |

| One-line (Hard to read) | .NET 7.0 | 0.0052 ns | 0.000 | - | - | 0.00 |

| Raw string literals | .NET 7.0 | 0.0124 ns | 0.000 | - | - | 0.00 |

| string.Join | .NET 7.0 | 382.4700 ns | 0.855 | 0.3190 | 1336 B | 0.91 |

| string.Concat | .NET 7.0 | 447.6072 ns | 1.000 | 0.3500 | 1464 B | 1.00 |

|  |  |
| --- | --- |
| **+ operator** | **Raw string literals** |
|  |  |

✅ ***Raw string literals*** is the best (readability + performance, introduced in C# 11)

❌ ***string.Join*** and ***string.Concat*** aren't suitable for string literals concatenation