

### 1. What is the difference between `int.Parse` and `Convert.ToInt32` when handling null inputs?

- `int.Parse(null)` throws an `ArgumentNullException`.
  - `Convert.ToInt32(null)` returns 0.
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### 2. Why is `TryParse` recommended over `Parse` in user-facing applications?

- `TryParse` prevents exceptions by returning a boolean indicating success or failure, making it safer and more user-friendly.
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### 3. Explain the real purpose of the `GetHashCode()` method.

- It returns a numeric value used in hashing algorithms, especially for quick lookup in collections like `Dictionary` and `HashSet`.
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### 4. What is the significance of reference equality in .NET?

- It checks if two references point to the **same object in memory**, not just equal content.
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### 5. Why is string immutable in C#?

- To ensure thread safety, reduce memory issues, and enable string interning for performance optimization.
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### 6. How does `StringBuilder` address the inefficiencies of string concatenation?

- It modifies a **single mutable buffer** instead of creating a new string on each operation.

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## 7. Why is **StringBuilder** faster for large-scale string modifications?

- Because it avoids the repeated memory allocation and copying that immutable strings require during concatenation.

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## 8. Which string formatting method is most used and why?

- **String interpolation** (`$"..."`) is most used for its **readability**, **clarity**, and **inline variable support**.

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## 9. Explain how **StringBuilder** is designed to handle frequent modifications compared to strings.

- It maintains an internal buffer that can grow dynamically, enabling fast and memory-efficient edits without creating new objects each time.