101115 -> int value type eg: string reference type 9mmutable. heap memory Stack memory \* All the reterence type will be All the value type intored in both well be ustored in heap of stack stack memory memory. eg: ont i = 100 / Stack string 3 = "Hello"; 0×23au 100 0 K4567 RAM Ox9612 odobrevis Stack oldreis s = "world" of will create a rew Oxhilb 1 organon. aiorla oidely c-

mutable - data types that can be change after they are created immutable. data type that can not be change abter they are created. mutable eg: \* Array. rock the custom clarses wish public verteurs. \* string Builder immutable eg: \* String, Primitul 19 bes x o'nt a book \* dotable itello. world" oddrens adderns.

3+ring Builder 08= New estring Builder 1); stringrame = "Hello" os Append (100 name); add. string nameuall = "morld"; 053. Append (name value); output; Helloworld String Hi = "Hellow framez, How are Hi. De Diace Étame 3", Navindra); Hi. Replace ("fyouz", me); Helio. Namindra, How oure me; string Hi = string. Format ("Hellow Log, gring 1+0 w ore 213" " " Naums", " (" you")); Helloglamara, How are you output: walled in order of 0,11,213

= \$" Hellow {name }, string How are Eyay at the age {ages}). String name = "Nawindra", String you = " me ",". string a qui = 12.11

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