1. **String vs StringBuilder.**

**String**

**-** Immutable: Once created,can not be changed.

- Every modification creates a new string object.

- Best for small or few changes.

**StringBuilder**

- Mutable: Can be modified without creating any new object.

- Efficient for repetd changes like append or insert.

- Suitable for large or frequent string manipulation.

**2.Value Type vs Reference Type.**

Value type

- Stored on the Stack(memory location)

-Copies the actual value

-Ex: int, float, bool, double, char, struct

Reference type

-Stored on the Heap

-Copies the reference

-Ex: class, array, string, delegate

1. Call By Value vs Call By Reference

**What is the purpose of the** using **statement?**  
To ensure proper disposal of resources, like file or database connections.