static void Main()

{

string str = "hello";

string nullStr = null;

string emptyStr = String.Empty;

string tempStr = str + nullStr;

// Output of the following line: hello

Console.WriteLine(tempStr);

bool b = (emptyStr == nullStr);

// Output of the following line: False

Console.WriteLine(b);

// The following line creates a new empty string.

string newStr = emptyStr + nullStr;

// Null strings and empty strings behave differently. The following

// two lines display 0.

Console.WriteLine(emptyStr.Length);

Console.WriteLine(newStr.Length);

// The following line raises a NullReferenceException.

//Console.WriteLine(nullStr.Length);

// The null character can be displayed and counted, like other chars.

string s1 = "\x0" + "abc";

string s2 = "abc" + "\x0";

// Output of the following line: \* abc\*

Console.WriteLine("\*" + s1 + "\*");

// Output of the following line: \*abc \*

Console.WriteLine("\*" + s2 + "\*");

// Output of the following line: 4

Console.WriteLine(s2.Length);

}