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);

}