C# Reading from and writing to byte array

```
Byte[] ByteName = new Byte[101];                                    // Declare
bytearray
Buffer.BlockCopy(bytes, 0, ByteName, 0, 101);                       // Copy
part of byte array (bytes) to ByteName
string Name = Encoding.UTF8.GetString(ByteName).TrimEnd('\0');   // Convert
to string, and trim

bytes[100]                                  // UInt8 on location 100
BitConverter.ToUInt16(bytes, 101);     // UInt16 on location 101 (has length
2 bytes)
BitConverter.ToUInt32(bytes, 103);     // UInt32 on location 103 (has length
4 bytes)
BitConverter.ToUInt32(bytes, 107);     // UInt64 on location 107 (has length
8 bytes)

string name = "text" + char.MinValue;  // Null terminate string

BitConverter.GetBytes(bool);         // Get bytes from value
Encoding.ASCII.GetBytes(string)
```

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