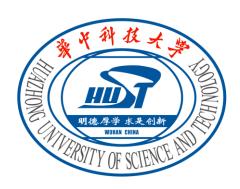
基于Java的面向对象程序设计

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第19讲:Java字符串



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- 1. 初始化
- 2. 常用方法
- 3. 类型转换
- 4. StringBuilder

1. 初始化



□ 创建 Creation

String类有13个不同的构造函数,可以借助char数组和byte数组初始化。

```
String a = new String("Hello World");
char[] helloArray = {'h', 'e', 'l', 'l', 'o', '.'};
String helloString = new String(helloArray);
String a = "Hello World";
```

```
String s1;
String s2 = "";
```

String s1 = null;



□ 方法 Methods

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字符串比较

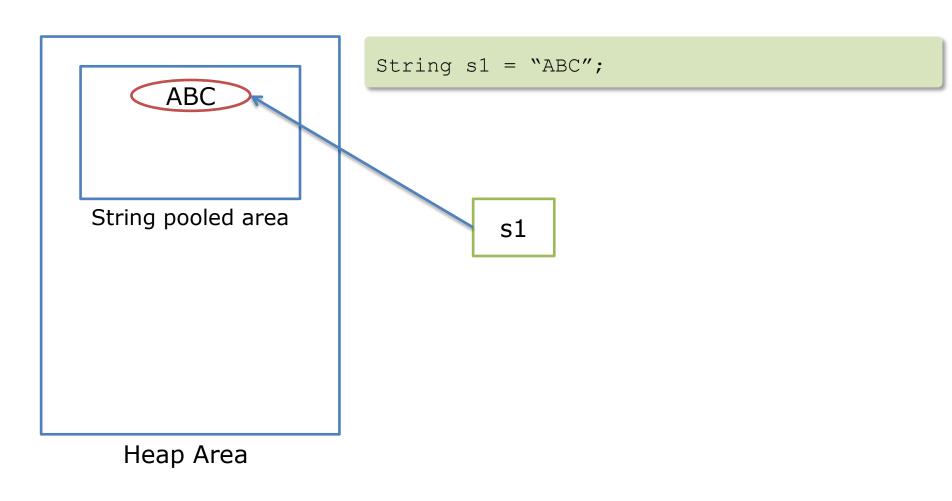
字符串查找

字符串操作

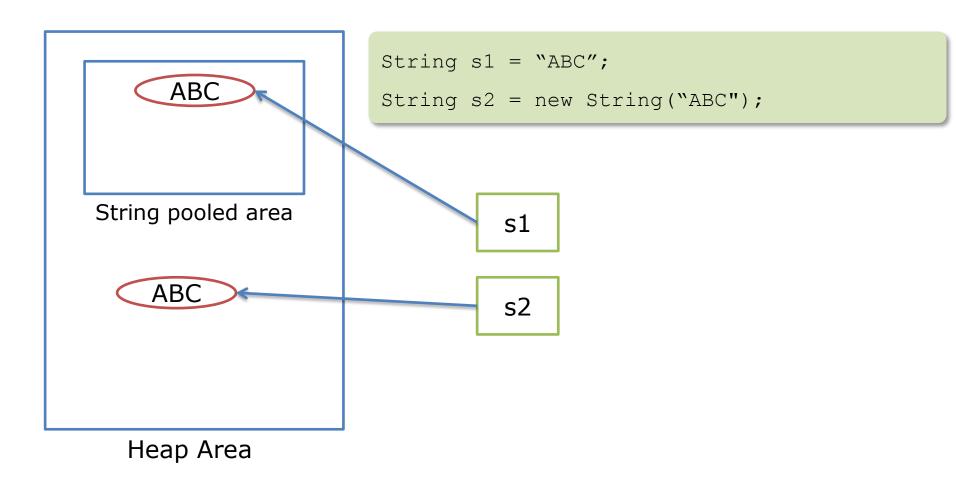


```
String a = new String("Hello World");
String str1 = new String("ABC");
String str2 = new String("ABC");
System.out.println(str1 == str2); // #1
String str3 = "ABC";
String str4 = "ABC";
String str5 = "AB" + "C";
System.out.println( str3 == str4 ); // #2
System.out.println(str3 == str5 ); // #3
String a = "ABC";
String b = "AB";
String c = b + "C";
System.out.println( a == c ); // #4
```

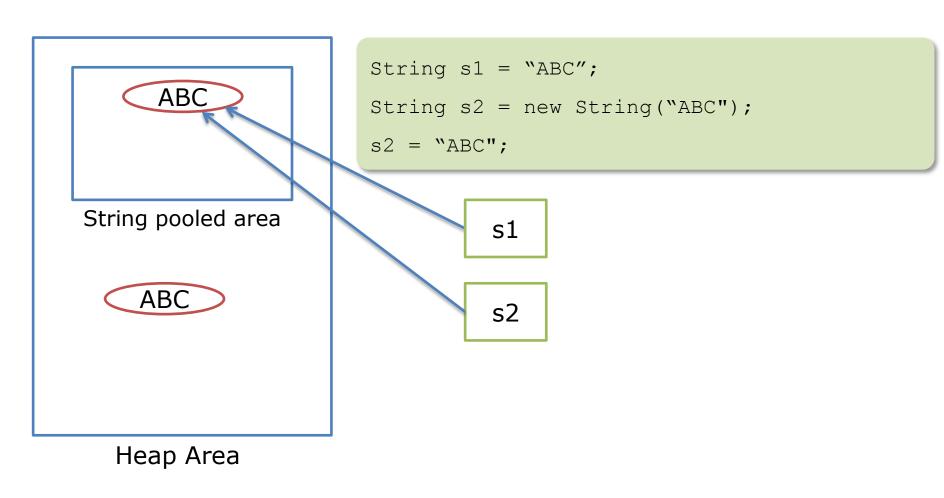














比较方法	描述
== operator	比较引用而不是值
equals(Object o)	比较值
compareTo()	从左至右比较值的大小



```
String s1 = "Ram";
String s2 = "Ram";
String s3 = new String(" Ram");
String s4 = new String(" Ram");
String s5 = "Shyam";
String nulls1 = null;
String nulls2 = null;
System.out.println(" Comparing strings with equals:");
System.out.println(s1.equals(s2));
System.out.println(s1.equals(s3));
System.out.println(s1.equals(s5));
System.out.println(" Comparing strings with ==:");
System.out.println(s1==s2);
System.out.println(s1==s3);
System.out.println(s3==s4);
System.out.println(" Comparing strings with compareto:");
System.out.println(s1.compareTo(s3));
System.out.println(s1.compareTo(s5));
```



□ 字符串查找

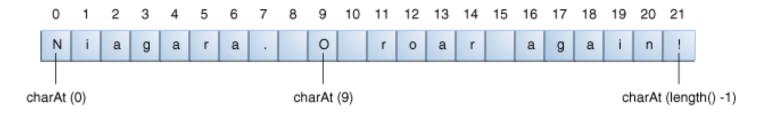
```
int indexOf(int ch)
int lastIndexOf(int ch)
int indexOf(int ch, int fromIndex)
int lastIndexOf(int ch, int fromIndex)
int indexOf(String str)
int lastIndexOf(String str)
int indexOf(String str, int fromIndex)
int lastIndexOf(String str, int fromIndex)
boolean contains (CharSequence s)
```



□ 字符串操作

A. 获取字符

```
String anotherPalindrome = "Niagara. O roar again!";
char aChar = anotherPalindrome.charAt(9);
```



B. 获取子串

```
String roar = anotherPalindrome.substring(11,15);
String again = anotherPalindrome.substring(16);
```



□ 字符串操作

C. 字符串分割

```
String[] split(String regex);
String[] split(String regex, int limit);
```

grass@over@grass

regex	limit	result
@	2	{"grass", "over@grass"}
@	5	{"grass", "over", "grass"}
@	-2	{"grass", "over", "grass"}
S	5	{"gra", "", "@over@gra", "", ""}
S	-2	{"gra", "", "@over@gra", "", ""}
S	0	{"gra", "", "@over@gra"}



□ 字符串操作

D. 字符串拼接

```
String concat(String str)
```

E. 字符串变换

```
String trim()
String toLowerCase()
String toUpperCase()
```

F. 局部替换

```
String replace(char oldChar, char newChar)
String replace(CharSequence target, CharSequence replacement)
String replaceAll(String regex, String replacement)
String replaceFirst(String regex, String replacement)
```



1. Consider the following string:

String hannah = "Did Hannah see bees? Hannah did.";

- a. What is the value displayed by the expression hannah.length()?
- b. What is the value returned by the method call hannah.charAt(12)?
- c. Write an expression that refers to the letter b in the string referred to by hannah.
- 2. How long is the string returned by the following expression? What is the string?

"Was it a car or a cat I saw?".substring(9, 12);

3. 类型转换



□ String → Numbers

```
String strInteger = new String("10");
int num1 = Integer.parseInt(strInteger);

String strFloat = new String("3.14");
float num2 = Float.parseFloat(strFloat);
```

■ Numbers → String

```
int num1 = 10;
float num2 = 3.14f;

String str1 = String.valueOf(num1);
String str2 = String.valueOf(num2);
```

4. StringBuilder



public final class **StringBuilder**extends Object
implements Serializable, CharSequence

public final class **StringBuffer**extends Object
implements Serializable, CharSequence

StringBuilder和String类似,但不同的是,StringBuffer 和 StringBuilder 类的对象能够被多次的修改,并且不产生新的未使用对象。

```
void setLength(int newLength)
void ensureCapacity(int minCapacity)
StringBuilder append(xxx)
StringBuilder insert(xxx)
```



In the following program, called *ComputeResult*, what is the value of *result* after each numbered line executes?

```
public class ComputeResult {
    public static void main(String[] args) {
        String original = "software";
        StringBuilder result = new StringBuilder("hi");
        int index = original.indexOf('a');
/*1*/
        result.setCharAt(0, original.charAt(0));
/*2*/
        result.setCharAt(1, original.charAt(original.length()-1));
/*3*/
        result.insert(1, original.charAt(4));
/*4*/
        result.append(original.substring(1,4));
/*5*/
        result.insert(3, (original.substring(index, index+2) + " "));
        System.out.println(result);
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                                                     se
                                                     swe
                                                     sweoft
```

swear oft

下节预告



Java 集合