

Strings

Strings - Methods

Strings are **Objects**, so they have **Methods**.

String name = "Simon";



String methods

| Method | Use |
|---|--|
| <code>name.substring(int start, int end)</code> | returns a copy of the string between the two indices excluding the end |
| <code>name.substring(int start)</code> | returns a copy of the string starting at the index, up until the end |
| <code>name.equals(Object another)</code> | return true if the strings have identical contents |
| <code>name.length()</code> | returns the number of characters in str |
| <code>name.compareTo(String another)</code> | for less than/ greater than / equal comparison |
| <code>name.charAt(int index)</code> | return the character at the index position of the String |

More about class String:

<https://docs.oracle.com/en/java/javase/11/docs/api/java.base/java/lang/String.html>

Immutability

String methods do **not** alter the existing String, they create **new** ones.

```
String name = "simon";
```

```
String newName = name.toUpperCase();
```

```
System.out.println(name);          ----->    simon
```

```
System.out.println(newName);       ----->    SIMON
```



Immutability

Strings are **immutable** which means they cannot change once they are created.

The only way to **change** the value of name is to **re-assign** it:

```
String name = "simon";
```

```
System.out.println(name);          ----->    simon
```

```
name = "SIMON";
```

```
System.out.println(name);          ----->    SIMON
```



Concatenation

Strings can be **concatenated** with one another to create a **new String** value.

Concatenate: Add 2 string values together.

```
String firstName = "Simon";
```

```
String lastName = "Smith";
```

```
String fullName = firstName + lastName;
```

```
System.out.println(fullName);
```

----->

SimonSmith



Concatenation

```
String firstName = "Simon ";
```

```
String lastName = "Smith";
```

```
String fullName = firstName + lastName;
```

```
System.out.println(fullName);
```

----->

Simon Smith



Concatenation - Shortcut

The shortcut `+=` works on String values:

```
String name = "Simon ";
```

```
name += "Smith";
```

```
System.out.println(name);
```

----->

Simon Smith



Concatenating Primitives

Primitive Types can be concatenated with String objects:

```
String name = "Simon";
```

```
int age = 8;
```

```
System.out.println(name + " is " + age); -----> Simon is 8
```

The primitive type is converted to String, this is called **implicit conversion**.



Concatenating Primitives

Implicit conversion can be tricky.

What do you think the outcome of this program is?

```
int currentAge = 20;
```

```
int age = 10;
```

```
System.out.println("In ten years, I will be: " + currentAge + age);
```

In ten years, I will be: 2010



Concatenating Primitives

How can we make it work without using an extra variable?

```
int currentAge = 20;
```

```
int age = 10;
```

```
System.out.println("In ten years, I will be: " + (currentAge + age));
```

In ten years, I will be: 30



String dilemma

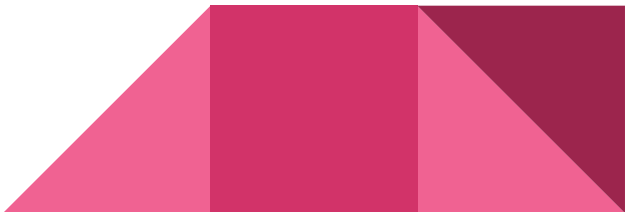
Some characters cannot be used directly because they hold a specific meaning in Java.

Example:

Include quotes in a line of code, will cause an error:

String str = "She said, "Hello!"" - - - - -> "Hello!" is interpreted as a String value

- - - - -> The compiler thinks Hello! Is a variable name



Escape Sequences

We can include "" in our code by writing a **escape sequence **

Example:

```
String str = "She said, \"Hello!\"";
```

```
System.out.println(str);    - - - - -> She said, "Hello!"
```



Some useful escape sequences

Escape Sequences allow us to include special characters and actions in String objects.

| Escape Sequence | Function | Output |
|-----------------|-------------------------------|------------------------------|
| \ | “ \” Allow for quotations\” “ | “Allow for quotations” |
| \\ | “Includes a backslash\\” | Includes a backslash\ |
| \n | This creates \na line break | This creates a line break |
| \t | “This adds a \ttab space” | This adds a tab space |

Let's practice

Classwork on GitHub

