1. In Java, a String is a sequence of characters that represents text. It is a built-in class in Java and is widely used to manipulate and work with textual data.

2. In Java, there are two types of strings:

- Immutable String: Once created, its value cannot be changed. Any operation that appears to modify a string actually creates a new string.

- Mutable String: In Java, you can use StringBuilder or StringBuffer classes to create mutable strings that can be modified.

3. You can create string objects in Java in the following ways:

- Using double-quoted string literals, e.g., "Hello, World!".

- Using the new keyword and a constructor, e.g., new String("Hello, World!").

- Using string concatenation, e.g., "Hello" + "World".

- Using methods like String.valueOf(), e.g., String.valueOf(42).

4. The string constant pool is a pool of unique string objects stored in memory. It is a space in the Java memory where strings are stored to improve efficiency and reduce memory usage. Duplicate strings are not stored, and new strings with the same value share the same reference.

5. Mutable objects can be changed after creation, while immutable objects cannot be changed once they are created. In Java, the String class is immutable, meaning that you cannot modify the contents of a String object. In contrast, StringBuilder and StringBuffer are mutable classes designed for string manipulation.

6. The string constant pool is located in the PermGen (or Metaspace in Java 8 and later) part of the memory for versions of Java prior to Java 7. In Java 7 and later, it's stored in the heap memory. The exact memory location may vary depending on the Java version and configuration.