Assignment – 14th (Strings in Java)

1. What is Mutable String in Java, Explain with an example.

Ans: - In Java, a mutable string refers to a string object whose contents can be modified after it is created. The standard '*String*' class in Java is immutable, which means that once a '*String*' object is created, its contents cannot be changed.

However, Java provides another class called `StringBuilder` that allows creating mutable strings. A `StringBuilder` object can be modified without creating a new object every time we want to change its content, which makes it more efficient in situations where we need to make a lot of modifications to a string.

Here is an example of using StringBuilder to create a mutable string in Java:

```
public class Main {
    public static void main(String[] args) {

        StringBuilder sb = new StringBuilder("Hello");

        sb.append(" world");
        System.out.println(sb.toString());
     }
}
```

```
OUTPUT

Hello world

...Program finished with exit code 0

Press ENTER to exit console.
```

2. WAP to reverse a String.

Input: "PWSKILLS"
Output: "SLLIKS"

Ans: - Here is a simple program to reverse the string:

```
chars[left] = chars[right];
            chars[right] = temp;
            left++;
            right--;
        }
        return new String(chars);
    }
}
public class Main {
    public static void main(String[] args) {
        Reverse obj = new Reverse();
        String str = "PWSKILLS";
        String reverseString = obj.reverseString(str);
        System.out.println(reverseString);
    }
}
```

OUTPUT

SLLIKSPW

...Program finished with exit code 0

Press ENTER to exit console.

3. WAP to reverse a sentence while preserving the position.

Input: "Think Twice"
Output: "kniht eciwt"

Ans: - Here is a simple program to reverse a sentence while preserving the position:

```
COUTPUT

kniht eciwt

...Program finished with exit code 0

Press ENTER to exit console.
```

4. WAP to sort a string Alphabetically.

Ans: - Here is a simple program to sort a string Alphabetically:

OUTPUT

```
IKLLPSSW

...Program finished with exit code 0
Press ENTER to exit console.
```