

Strings in Java

Q1- What is a String in Java?

Ans-string is basically an object that represents a sequence of char values. An array of characters works the same as a Java string.

Example: -

String s="Alpana";

Q2-Type of String in Java are?

Ans-Two types of String.

1.Immutable String(Non-changeable)

Example:- String

2.Mutable String(Changeable)

Example: -StringBuilder,StringBuffer

Q3-In how many ways can you create String object in java?.

Ans- There are two ways to create a String object.

- **By string literal** : Java String literal is created by using double quotes.
For Example: String s="Welcome";
- **By new keyword** : Java String is created by using a keyword "new".
For example: String s=new String("Welcome");

Q4- What is String constant pool?

Ans- A string constant pool is a separate place in the heap memory where the values of all the string literals which are defined in the program are stored.

For example: -

`String str="welcome"`

Here, "Welcome to PwSkill" is String literals it's store in String Constant pool. And str is a reference variable who refer to "welcome to PwSkill" in String constant pool

Q5-What do you mean by mutable and immutable objects?.

Ans- 1- Mutable Objects

The mutable objects are objects whose value can be changed after initialization. We can change the object's values, such as field and states, after the object is created. For example, Java.util.Date, StringBuilder, StringBuffer, etc.

2- Immutable Objects

The immutable objects are objects whose value can not be changed after initialization. We can not change anything once the object is created. For example, **primitive objects** such as int, long, float, double, **all legacy classes**, Wrapper class, String class, etc.

Q6-Where exactly is the string constant pool locate in the memory?

Ans-In java also String constant pool allocate in "**Heap Area**".

