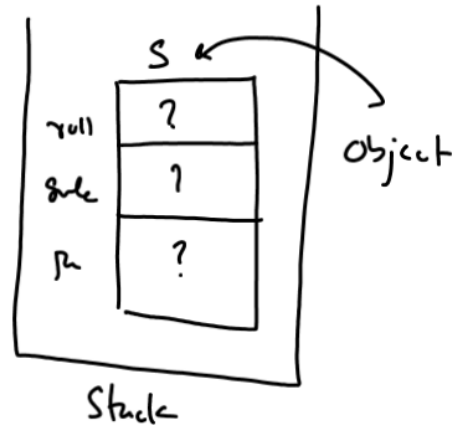


Using "String" Class

C++

```
class Student
{
    int roll;
    char grade;
    float pr;
public:
    void get();
    void sh();
};
```

```
Student S;
S.get();
S.sh();
```



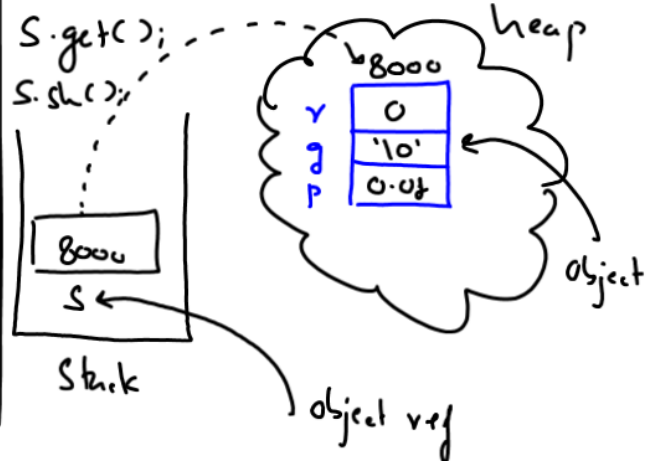
Java

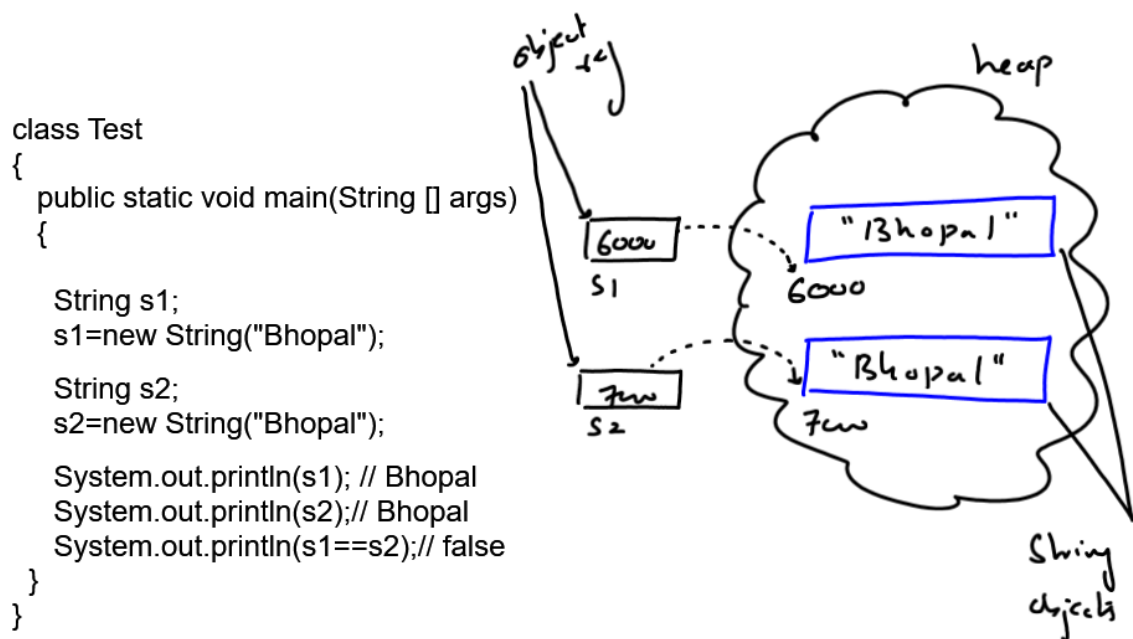
```
class Student
{
    int roll;
    char grade;
    float pr;
    // get()
    // sh()
}
```

```
Student S = new Student();
```

OR

```
Student S;
S = new Student();
```





Useful String Methods

=====

1. int length():

- It is an predefined instance method of String class
- It takes no argument and returns the length of the string
- Since it is an instance method we have to call it using object reference of String class

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

        String s1;
        s1=new String("Bhopal");

        String s2;
        s2=new String("Goa");

        System.out.println("s1 is "+s1);
        System.out.println("It's length is "+s1.length());

        System.out.println("s2 is "+s2);
        System.out.println("It's length is "+s2.length());

    }
}
```