



## String Intro

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# String Class

- An object that represents sequences of characters
- String is immutable, Once the object is created it can't be Modified.
- There are two ways to create String object:
  - By String literal
  - By new keyword

# Creating String object by String Literal

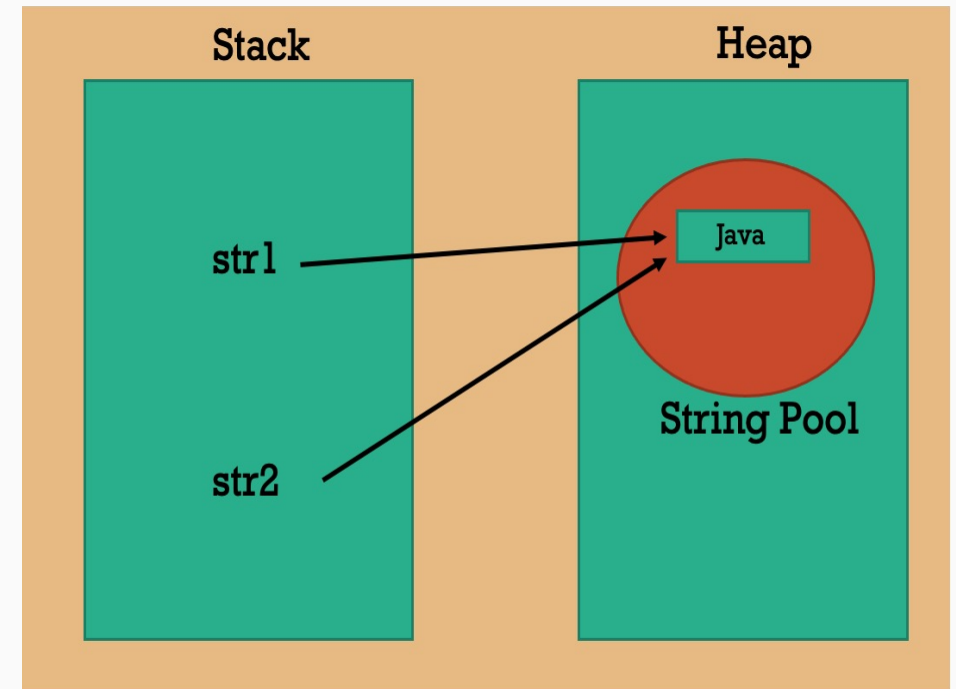
- Created by using double quotes.
- Created in the special memory called String pool

```
String str = "Wooden Spoon";
```

# String Pool

- An allocation of memory in Java heap memory
- If the string already exists in the pool, a reference to the pooled instance is returned

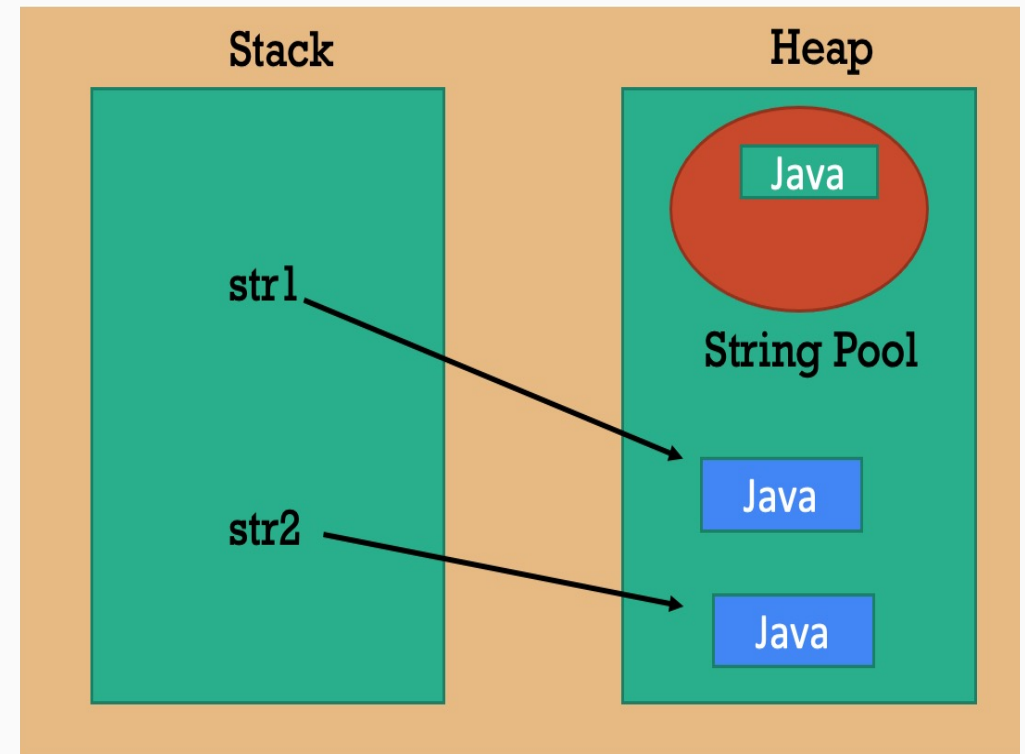
```
String str1 = "Java";  
String str2 = "Java";
```



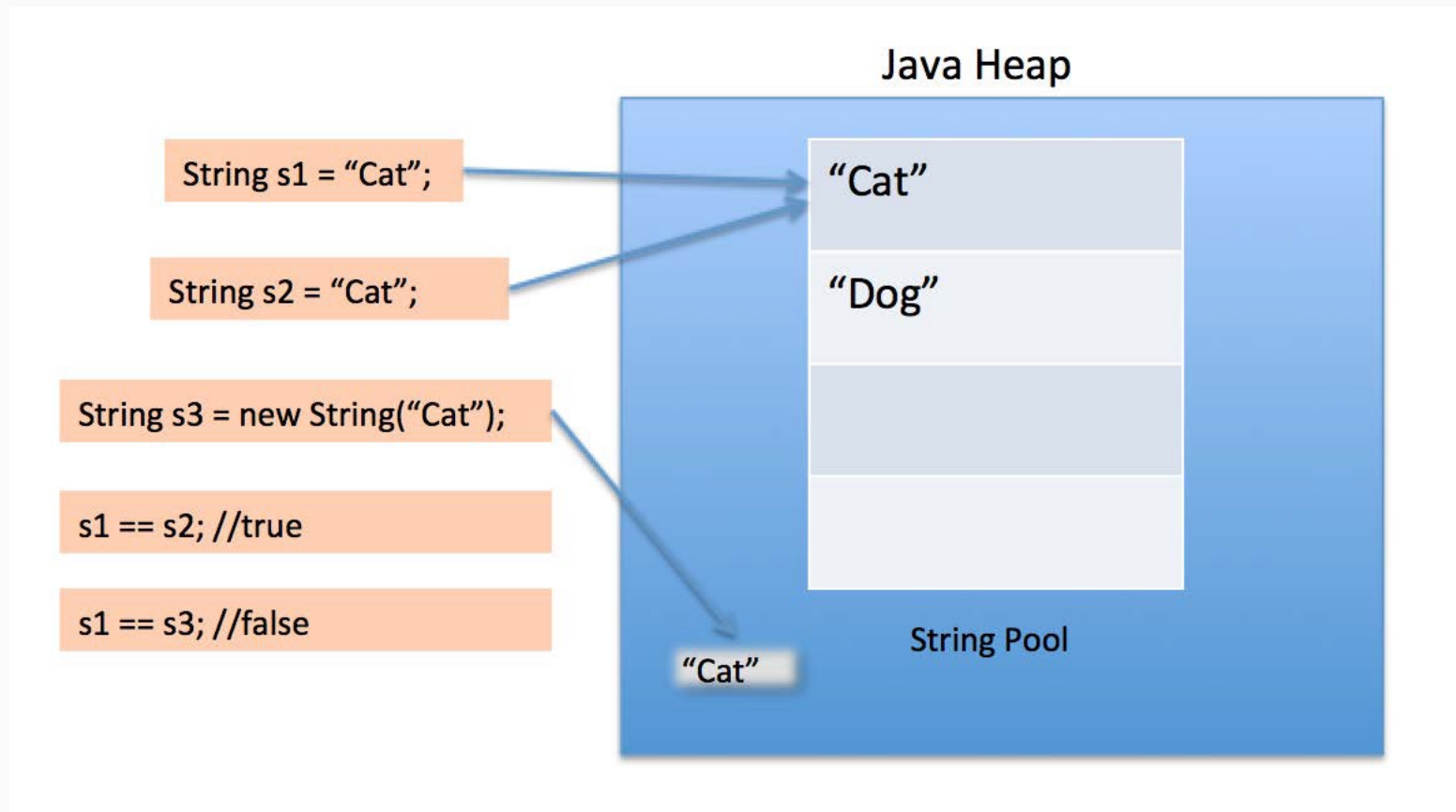
# Creating String object by new keyword

- Creates new **different** object in the heap

```
String str1 = new String("Java");  
String str2 = new String("Java");
```



# String Objects



# Index Numbers

- Every character in string has an **index** number
- Index numbers start from **zero**

```
String str = "Java !";  
//index :    012345
```

# Methods Of String

Method Name	Method Name	Method Name
charAt()	length()	toLowerCase()
toUpperCase()	trim()	indexOf()
lastIndexOf()	replace()	replaceFirst()
Substring()	repeat()	isEmpty()
isBlank()	equals ()	equalsIgnoreCase()
contains()	startsWith()	endsWith()