String (class)

Data Type :- Non-primitive

↓

Classes & object

String → Collection of chrs.

Name → Strn

2 Ways to create String

(1) using Literal

(2) using `new` Keyword

Keywords
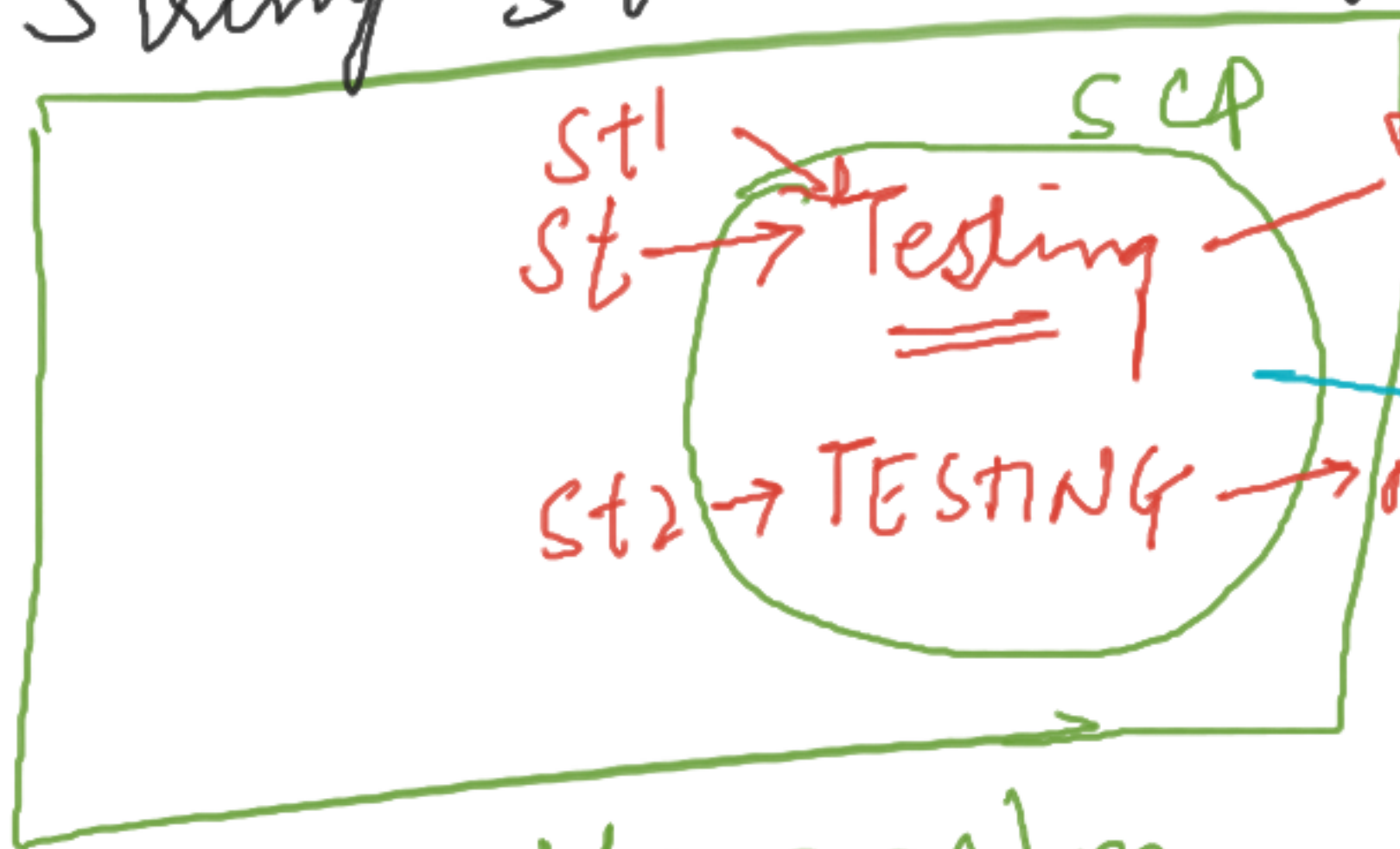Identifiers
Literals
↓
values

Way1: using Literal → & object

St2 = "abc";
String St2 = "TESTING"

String st = "Testing";
String st1 = "Testing";

SCP ✓

St1
St → Testing   SCP   M/m address
                       String Constant Pool

St2 → TESTING → m/m2   JVM Checks if content
                        " is available/exists in SCP

Heap M/m

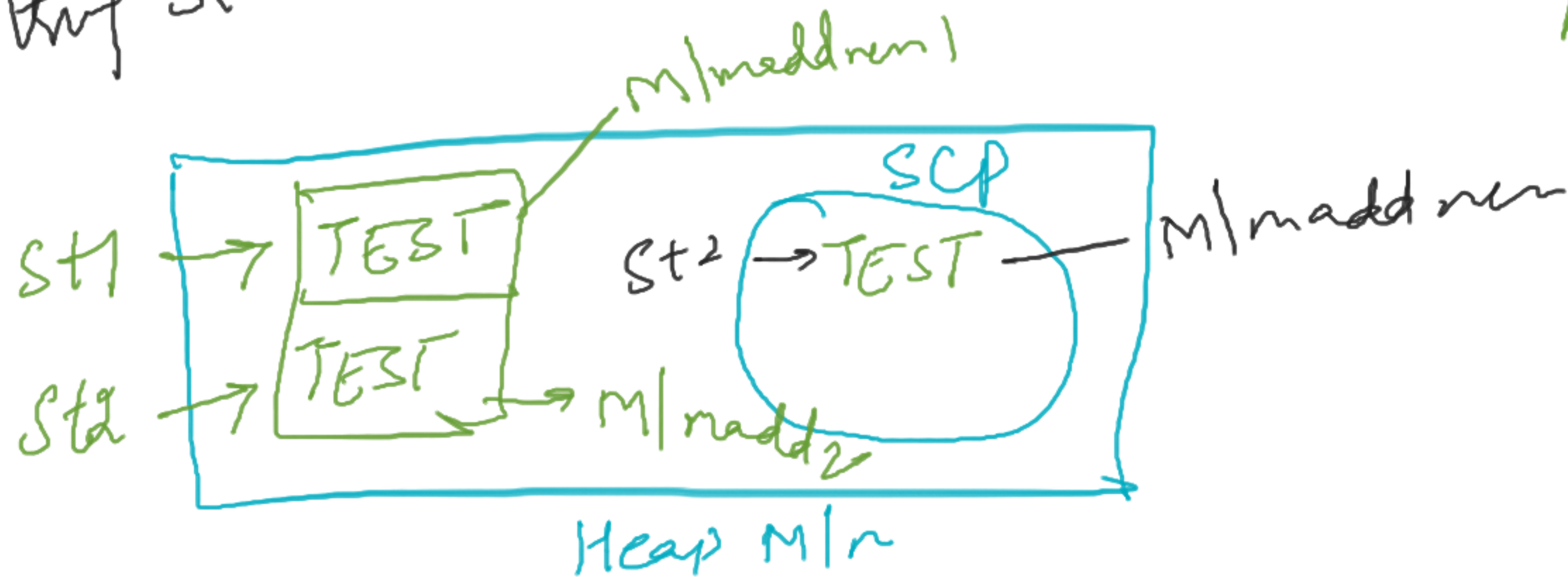# Way 2 :- using 'new' keyword → Heap | SCP → ②

String st1 = new String("TEST"); → object Object
                                        ___
String st2 = new String("TEST");   ↓
String st2 = "TEST"   Heap M|r

M|meddren1

St1 →→ [TEST]
            [TEST] →→ M|madd2

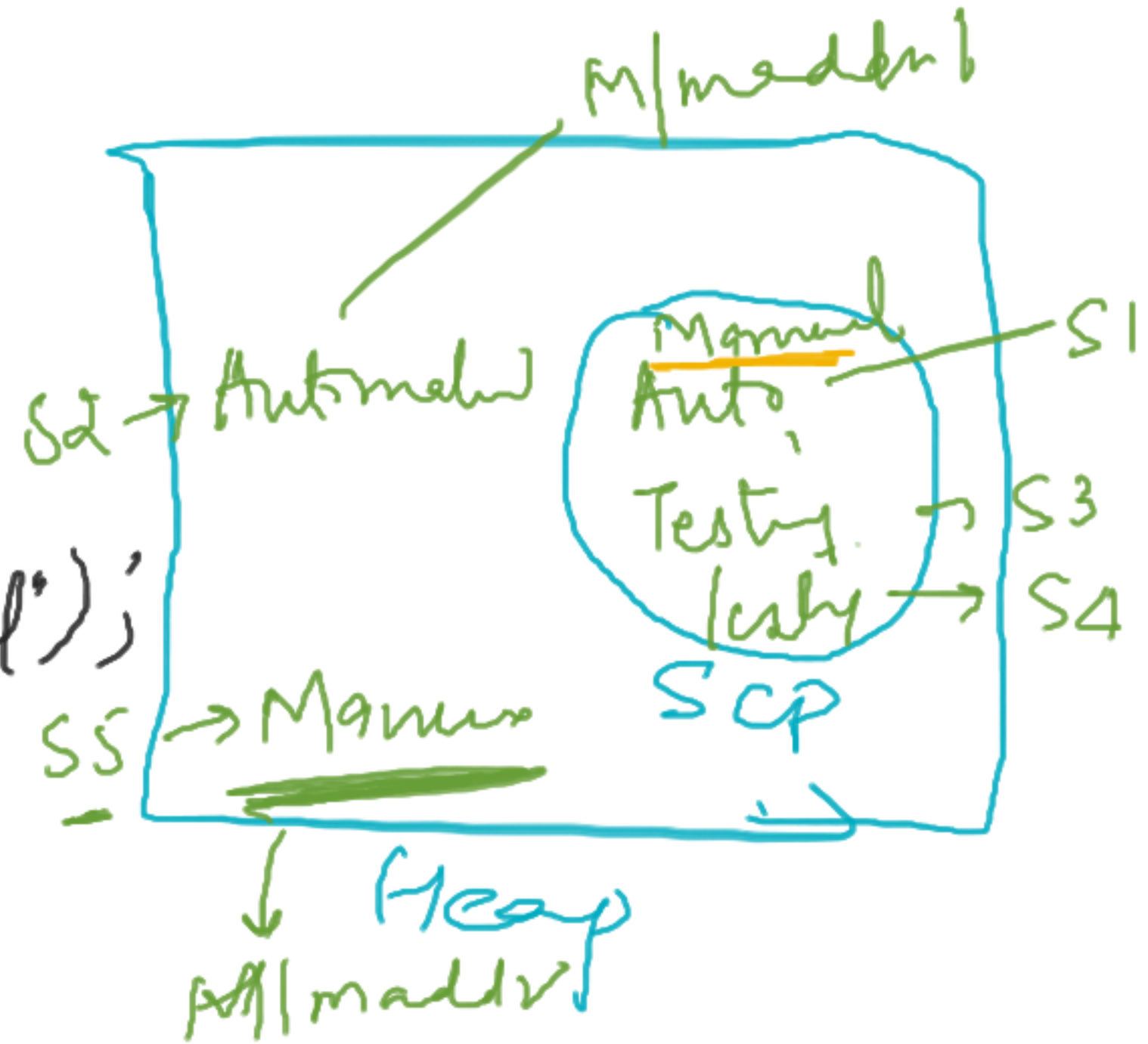St2 →→ [TEST]

SCP

St2 →→ TEST ——— M|maddnen

Heap M|r

String S1 = "Automation"

String S2 = new String ("Automation");

String S3 = "Testing";

String S4 = "testing";

String S5 = new String ("Manual");

M/meddent

S2 → Automation

Manual
Auto.
Testing → S3
testing → S4
SCP → S1

S5 → Manual

Heap
M/malloc

Why String is known as Immutable?

String $S1 = $ "Testing";

$S1 = S1 \cdot toUpperCase();$

Sout ($S1$);   // Testing

~~to~~ (12)
     x

int $x = $ ~~$0~~
       $x = 12$

m/m2 M/m
          Adl.

TESTING

$S1$ ✗ → Testing

SCP

Heap