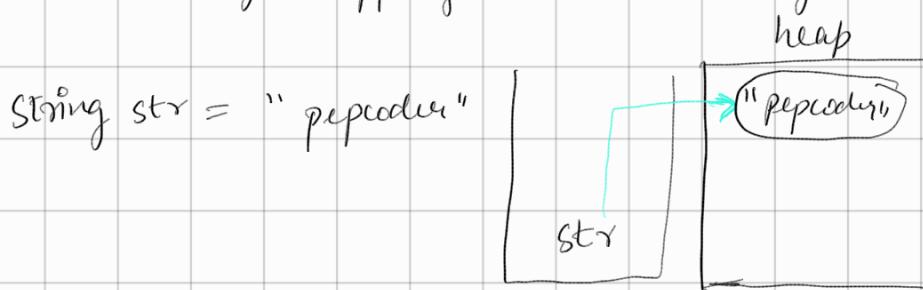


String :- memory mapping

Similar memory mapping to 1-d array



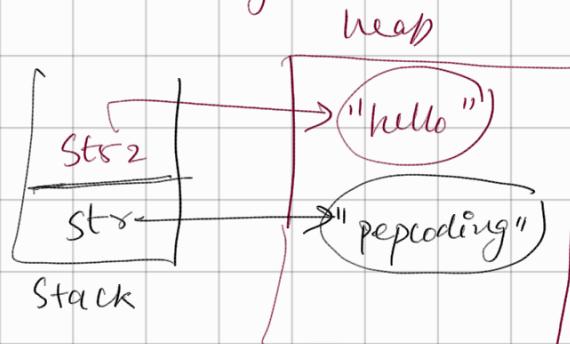
String is not only a data structure but an object with its own methods. Eg: `length()`

str is in stack & stores reference of the heap base address of string memory block

② String str2 = new String("hello"); // str = "pepcoding"

String is made & stored in heap

because new keyword is used

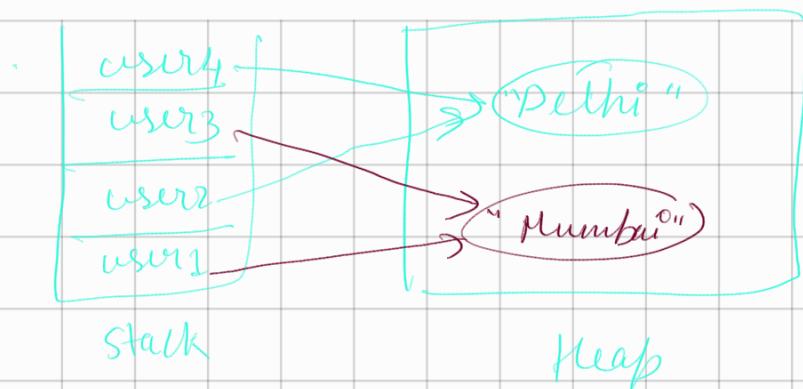


\$ Properties of strings. ① String Interning

- for any project, 50 - 100% data structures used are strings

Eg: city name : repeated city names will have to be stored making duplicate entries.

So instead, just create one object of city name & all the residents of that city can point to that memory address in heap.



① This is called string interning (Saves space)

```
String u1 = "Delhi";
" u2 = "Delhi"; X
:
.
```

This area in heap, where array of characters are stored is called String Pool or String Intern Pool.
It is a special area in Heap.

Whenever a new string is declared, it first checks if the string already exists in the String Pool or String Intern Pool. If it does, then only its reference is stored. If not present new object is made.

Implication of String Interning

① difference b/w

`==` & `equals()`

if `val == 10`

checks for
equality of
LHS & RHS

**CHECKS FOR
ADDRESSES.**

`str1.equals(str2)`

returns true if equal &
false if not

**DOES NOT CARE
ABOUT ADDRESSES**

==

checks for
the addresses

If both addresses are
same then true
or false

`iseguals()`

checks for pointed
string

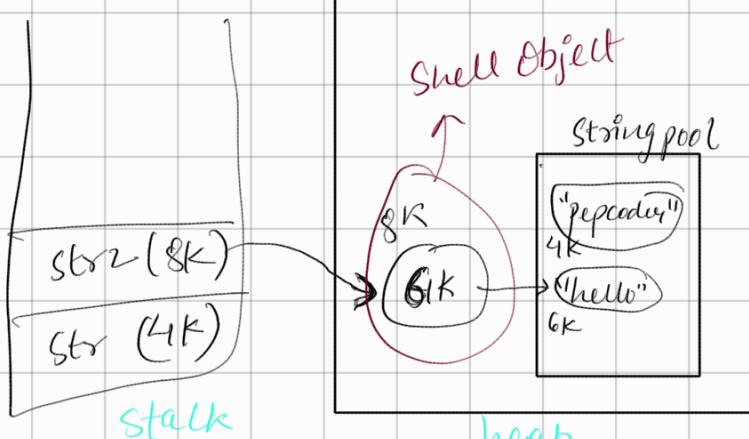
If find pointed string is
same then true
or false

② Immutability: if multiple users use the same literal
and one of them want to change it, the object cannot
be changed. So instead we have to change the users
address.

To avoid object changes, no reference can change or
update the string object.

Whenever string is made in java, interning is always applied
for : `String str2 = new String ("Hello");`

str2 points to
shell object in heap
& shell object points
to string literal
in string pool



Using the above code, we make an object in the heap
but outside the string pool which points to the string
pool is char array.

Shell Object Stores value of string literal address inside
the string pool

however,

String str = "peploder";

Only checks for interning & points to string literal address directly.

There is no shell object involved.

Now if another string is declared as.

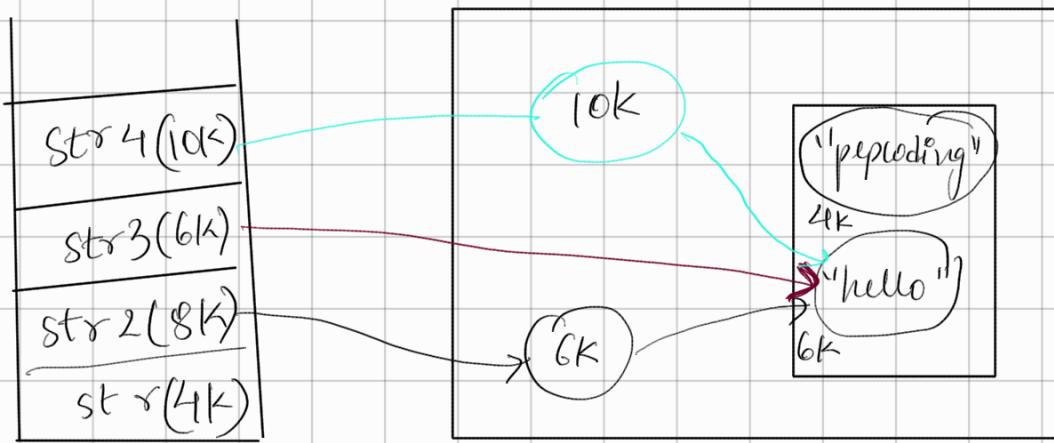
str3 = "hello";

directly points to 6K because interning

But

str4 = new String("hello");

makes a new shell object in heap but outside
the string pool pointing to the string literal hello 6K



Stack

So if new keyword is used, a shell object will always be created but not new string literal & after making shell object interning is checked.

Without it, no new shell object is ever made and directly interning checked.

str5 = "hello".

① $\text{str2} == \text{str3}$ guess
false ✓

② $\text{str3} == \text{str5}$ true ✓

③ $\text{str2} == \text{str4}$ false ✓

④ str2.equals(str3) true ✓

⑤ str3.equals(str5) true ✓

⑥ str2.equals(str4) true ✓

⑦ $\text{str} == \text{str2} \rightarrow$ false

⑧ $\text{str.equals(str2)} \rightarrow$ false

Important, $\text{obj}_1 == \text{obj}_2$ can give wrong answer for same string but different address values.

So always use

s1.equals(s2)

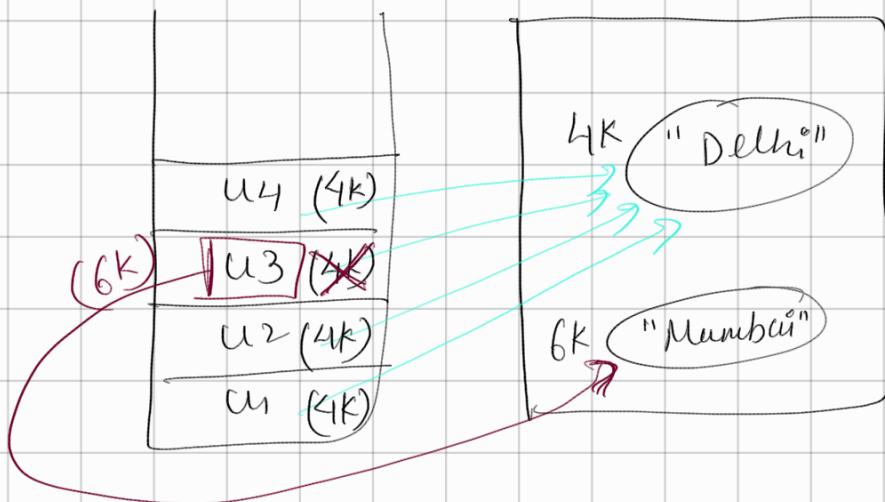
to compare content.

for string declared using "new String()" 2 objects are involved

- ① Shell Object &
- ② String literal

② "References are mutable, but instance/object is not mutable."

Updation will change reference and not the object



If u3 changes from delhi to mumbai,
its reference changes from 4K to 6K

6K is stored in u3 instead of 4K stored previously

We cannot write `s.charAt(i) = 'H'` in java.

Until and unless there is at least one reference to an object, it stays fixed & cannot be modified/destroyed.

String s = "0";
for (int i=1; i<=1000; i++) {
 s = s + i;
}

Concatenate

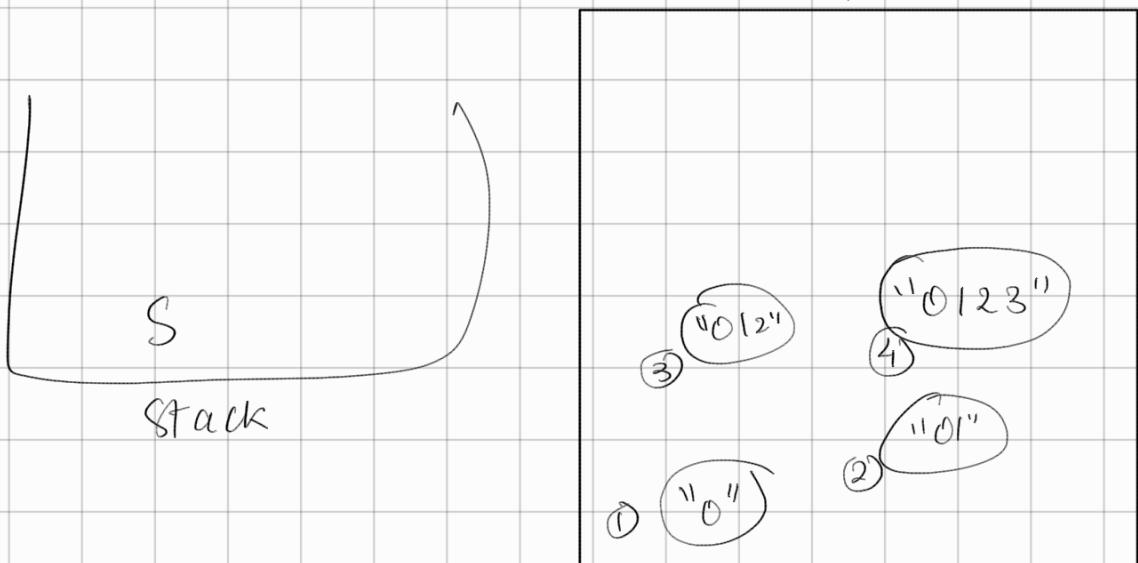
Output

"0123.....1000".

But strings are immutable in java.

So, to concatenate each time a new object is made and s stores the reference of this new object

Heap



s points to ① for $i=1$
... - - - - ② ... $i=2$
... - - - - ③ for $i=3$

So everytime, new string made & *s* is updated

In Java, appending is O(n) operation

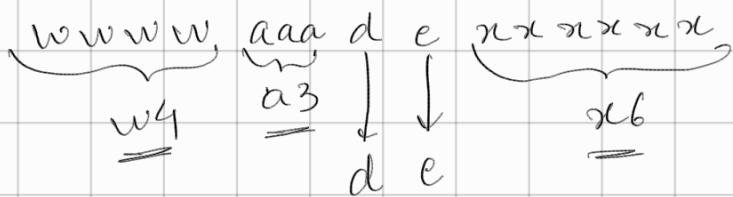
(reference
not
string literal)

$$1 + 2 + 3 \dots 1000 = \frac{(1000 \times 1001)}{2} = \underline{\underline{O(n^2)}}$$

In C++, same thing runs in $O(n)$ using string & appending in $O(1)$.

Every iteration of above code, the previous string literal is deleted. So memory is not wasted.

① String Compression.



① print wadex

② print w4 a3 de x6

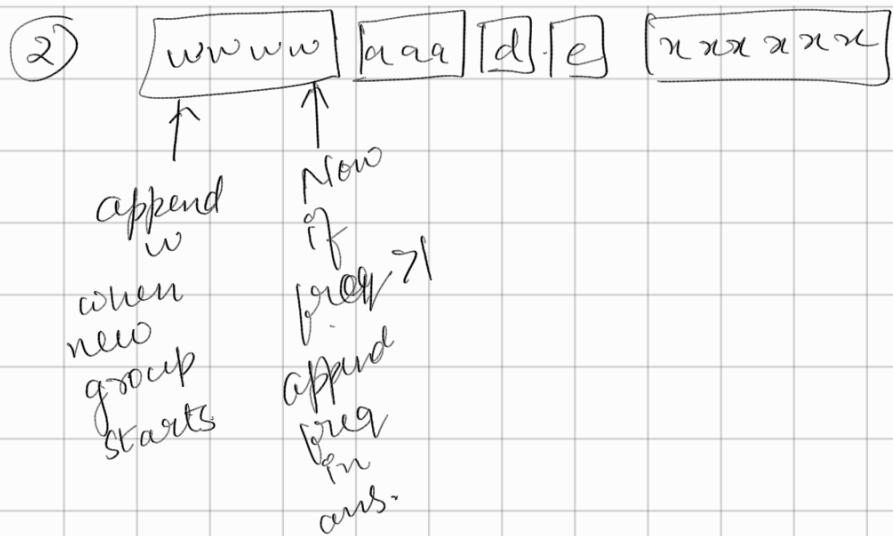
① approach 1,

```
for(int i=0; i < n-1; i++)
    if (s.charAt(i) != s.charAt(i+1))
        res = res + s.charAt(i+1);
return res
```

CODE:

```
int n = s.length();
String ans = "" + s.charAt(0);
for(int i=0; i < n-1; i++)
    if (s.charAt(i) != s.charAt(i+1))
        ans += s.charAt(i+1);
```

return ans;



Approach

Traverse String

If prevval = currval

add last grp freq if > 1

add currval in ans

else

freq ++;

CODE:

```
int n = s.length(), freq = 0;
```

```
String ans = "" + s.charAt(0);
```

```
for (int i=0; i<n; i++) {
```

```
if (i>0 && s.charAt(i) != s.charAt(i-1)) {
```

```
if (i>0 && freq > 1)
```

// if freq > 1 only then

```
ans = ans + freq;
```

// add

```
ans = ans + s.charAt(i);
```

```
freq = 0;
```

// update for next group

```
} freq ++;
```

```
if (freq > 1) ans += freq; // for last freq.
```

```
return ans;
```

③ String with difference of every 2 consecutive characters

pepCODING

p -11 e 11 p -45 C 12 o -11 D 37 i 5 n -89 G

Homework