

The String

The String has **over 60 methods** available.

The String is a sequence of characters, meaning its characters are ordered and indexed.

The index starts at 0 and not 1.

The table below shows the indices above each character for the String, "Hello World".

Index	0	1	2	3	4	5	6	7	8	9	10
Character	H	e	I	I	o		W	o	r	I	d

We can say the character "H" is at index 0, and "W" is at index 6.

The length of this String is 11, but its last index is 10.

The purpose of String methods

We can split String's methods up into three basic categories:

- String Inspection Methods.
- Methods for Comparing String values.
- String Manipulation Methods.

Let's start with a look at some of the String Inspection Methods.

String Inspection Methods

method	description
length	Returns the number of characters in the String.
charAt	Returns the character at the index that's passed.
indexOf lastIndexOf	Returns an integer, representing the index in the sequence where the String or character passed, can be located in the String.
isEmpty	Returns true if length is zero.
isBlank	Returns true if length is zero OR the string only contains whitespace characters, added in JDK 11.

String Comparison Methods

method	description
contentEquals	Returns a boolean if the String's value is equal to the value of the argument passed. This method allows for arguments other than String, for any type that is a character sequence.
equals	Return a boolean if the String's value is equal to the value of the argument passed.
equalsIgnoreCase	Return a boolean if the String's value is equal (ignoring case), to the value of the argument passed.

String Comparison Methods

method	description
contains	Returns a boolean if the String contains the argument passed.
endsWith startsWith	These return a boolean, and are much like the contains method, but more specific to the placement of the argument in the String.
regionMatches	Returns a boolean, if defined sub-regions are matched.