

"समय न लगाएँ इसमें कि क्या करना है,  
वरना समय ये तय करेगा कि आपका क्या कराना है।"



# Beyond the Basics

## DSA Launch Pad with JAVA



# String

It is a collection of characters ending with null character.

`s = "Java"` ( always in double quote)

## Syntax

String nameOfString

Eg:

String str = "Java"

# String literals

`s = "Java"`



Literals

int x = 10

↑  
variable

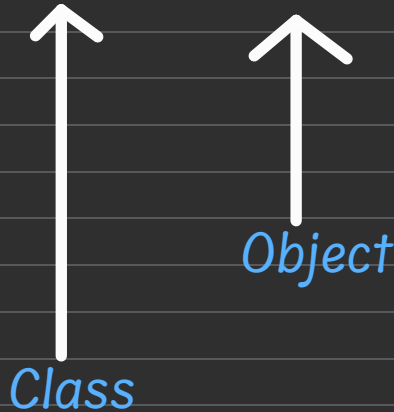
↓  
value

# Amazing facts of String in Java

*String is not a data type in java – it is a Class*

*Literal is considered as Object of the String class.*

String str = "Java"



String s = new String("Java")

```
class Animal  
{
```

```
}
```

```
Animal obj = new Animal()
```

# String Constant Pool

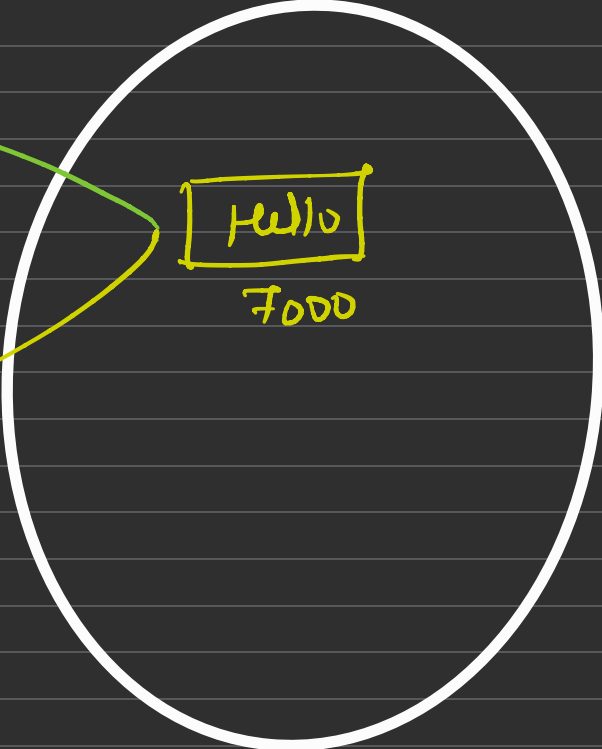
JVM

String p = "Hello"

String h = "Hello"

String s = new String("Hello")

String x = new String(Hello)



7000

String constant pool

# Immutable String

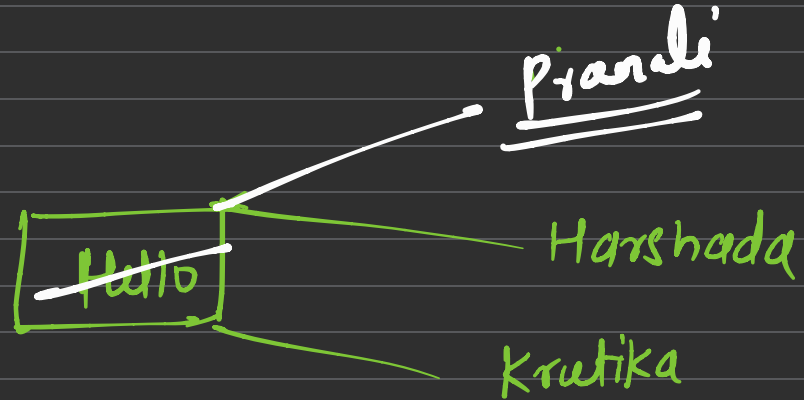
16

String in java is immutable- which means it cannot be changed or modified.

This is because - String is an object not a data type.  $x = 10$

## Why String is Immutable

```
String p = "Hello"  
String h = "Hello"  
String k = "Hello"
```



"Hi"

p = "Hi" ← Pranali

# Functions of the String

`length()` : mainly gives the length of the string.

`charAt(index)` : mainly gives the character present at the given index.

`indexOf(char)` : mainly gives the index of the character.

`lastIndexOf()` : mainly gives the index of the char from last.

`substring(index)` : mainly gives substring from index to N

`equal(str2)` : mainly checks whether two strings are equal or not.

`toLowerCase()` : Convert whole string in lower case.

`toUpperCase()` : Convert whole string in upper case.

# Mutable String

StringBuilder

StringBuffer

✓ `StringBuilder s = new StringBuilder()`

– `StringBuffer s = new StringBuffer()`

( Multi-Threading → Costly Memory  
CPU Cycle

– Synchronization &  
Thread safe



~~9~~  
~~(10)~~  ~~$x = 10$~~  shared

Pranali  $P_1$

Krutika  $P_2$

~~9~~  
 10

Read( $x$ )  
 $x = x + 1$   
 printf( $x$ )

(10)

Read( $x$ )  
 $x = x - 1$   
 printf( $x$ )

$x = 10$   
 $x = 9$   
 $x = 9$

*append(char/string) : insert the char/string at the end of given string.*

*deleteCharAt(index) : deletes the char from given index*

*setCharAt(index, char) : sets the new char at given index.*

*reverse() : mainly reverse the whole string.*