

9-Nov

Tuesday, November 9, 2021 10:43 AM

equals method in string is USED for comparing **content** of the string!!!

== is used to compare **REFERENCES** (reference holds the address)

EQUALS

Non static = we must call this method using object
`Obj.equals(anotherobj)`

`boolean result = str.equals(anotherstr)`

`if(result)`
`else`

`trim()` = removes leading and trailing blank spaces from the string and creates a new string!

String API = equals , trim(), toUpperCase, toLowerCase, charAt, substring, split.

Assignment

1. Accept a string from the user
 - a. Show a menu (switch -case) - show this in a loop
 1. Show length of string (hint = use API `length()`)
 2. Show substring- accept begin and end index from user (hint = use API `substring`)
 3. Check if string is palindrome (hint = use API `length()`, `charAt`, `concat` or `+`, `equals`)
 4. quit

2. create a loop that accepts a name (firstname surname) from the user and prints

Welcome name in title case

User enters sachin Tendulkar (use API = `split()`, `substring`, `toUpperCase`, `toLowerCase`)

Output ----- Welcome Sachin Tendulkar

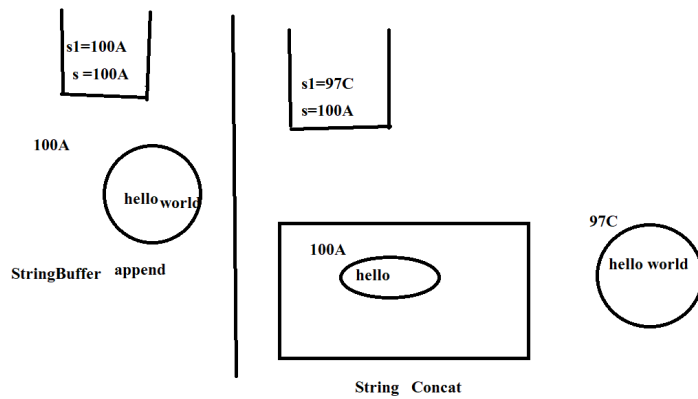
The loop shall continue till user enters quit/ Quit/qUIT /QUIT/quit (Use API = `equalsIgnoreCase`)

String = IMMUTABLE

StringBuffer and StringBuilder classes === MUTABLE

StringBuffer is MUTABLE + THREAD SAFE

StringBuilder is MUTABLE + NOT THREAD SAFE



Assignment

Accept a string from the user .

Use StringBuffer class API `reverse ()` , `equals` to show whether the string is a palindrome .

Try out the following code -

```
public static void main(String[] args) {
    //String s = "hello";
    //String s1 = s.concat("world");
    StringBuffer s = new StringBuffer("hello");
    StringBuffer s1 = s.append("world");

    if(s==s1)
        System.out.println("they are same");
    else
        System.out.println("they are different");
}
```

Packages in Java -----

Package is a directory in Java!!!

Packages are used to group together similar functionality classes.

Keyword = **package** = written outside the class !!

It tells the compiler to put the .class in the specified **directory structure** .

```
package study.basic;
```

```
study ( folder/directory )
-----basic ( folder/directory )
----- .class file
```

Keyword **import** = this tells the compiler to prepend the package name to the class name file !!!

Import is not compulsory

If we don't use import we have to write the **full package name of the class** every time we use the class.

Import is a short cut - it tells compiler ---- you please copy the full package name wherever u find the class name.

Assignment

Write a class Calculator with a method add in the package maths.util

Write a class User in the study package

Write main

Call Calculator.add() first without using import!!

Then use import!!
