



# Lecture – 14

## Strings in Java



# List of Concepts Involved:

- String introduction
- Types of String
- Immutable String and Memory Map

# Topics covered Yesterday's Session:

- Arrays in Java



# String Introduction

- String refers to an Object in java present in package called `java.lang.String`
- String refers to collection of characters
- In Java String object is by default immutable, meaning once the object is created we cannot change the value of the object, if we try to change then those changes will be reflected on the new object not on the existing object.

# Types of String

In java Strings are classified into 2 types

1. Mutable String
2. Immutable String



# Mutable String

Once if we create a String, on that String if we try to perform any operation and if those changes get reflected in the same object then such strings are called “Mutable String”.

**Example:** StringBuffer, StringBuilder

# Immutable String

Once if we create a String, on that String if we try to perform any operation then those changes won't be reflected in the same object, rather a new object will be created. Such type of String is called as "Immutable String".

**Example:** String



# String class Constructor

- `String s = new String()`  
Creates an Empty String Object
- `String s = new String(String literals)`  
Creates an Object with String literals on Heap
- `String s = new String(StringBuffer sb)`  
Creates an equivalent String object for StringBuffer
- `String s = new String(char[] ch)`  
Creates an equivalent String object for character array
- `String s = new String(byte[] b)`  
Creates an equivalent String object for byte array



# Next Lecture

- Ways to compare
- Inbuilt methods in String class
- Concatenation



▶ THANK YOU ◀