

Name: vaishali vilas jadhav

contact-No: 7030674246

Assignment_no:07

Q 1.Understand the difference between string / stringbuffer / stringBuilder.

```
public class StringDemo {  
  
    public static void main(String[] args) {  
        // TODO Auto-generated method stub  
        //StringBuilder  
        StringBuilder builder=new StringBuilder("hello");  
        builder.append("java");  
        System.out.println(builder);  
  
        //StringBuffer  
        StringBuffer buffer=new StringBuffer("hello");  
        buffer.append("java");  
        System.out.println(buffer);  
    }  
}
```

Output:

30 6

30

Q2.Use different methods of java defined wrapper classes.

```
public class WrapperClasses {

    public static void main(String[] args) {

        // TODO Auto-generated method stub

        byte b=10;

        short s=20;

        int i=30;

        long l=40;

        float f=50.0F;

        double d=60.0D;

        char c='a';

        boolean b2=true;


        //Autoboxing: Converting primitives into objects

        Byte byteobj=b;

        Short shortobj=s;

        Integer intobj=i;

        Long longobj=l;

        Float floatobj=f;

        Double doubleobj=d;

        Character charobj=c;

        Boolean boolobj=b2;


        //Printing objects

        System.out.println("---Printing object values---");

        System.out.println("Byte object: "+byteobj);

        System.out.println("Short object: "+shortobj);

        System.out.println("Integer object: "+intobj);
```

```

System.out.println("Long object: "+longobj);
System.out.println("Float object: "+floatobj);
System.out.println("Double object: "+doubleobj);
System.out.println("Character object: "+charobj);
System.out.println("Boolean object: "+boolobj);

//Unboxing: Converting Objects to Primitives
byte bytevalue=byteobj;
short shortvalue=shortobj;
int intvalue=intobj;
long longvalue=longobj;
float floatvalue=floatobj;
double doublevalue=doubleobj;
char charvalue=charobj;
boolean boolvalue=boolobj;

//Printing primitives
System.out.println("---Printing primitive values---");
System.out.println("byte value: "+bytevalue);
System.out.println("short value: "+shortvalue);
System.out.println("int value: "+intvalue);
System.out.println("long value: "+longvalue);
System.out.println("float value: "+floatvalue);
System.out.println("double value: "+doublevalue);
System.out.println("char value: "+charvalue);
System.out.println("boolean value: "+boolvalue);
}
}

```

Output:

---Printing object values---

Byte object: 10

Short object: 20

Integer object: 30

Long object: 40

Float object: 50.0

Double object: 60.0

Character object: a

Boolean object: true

---Printing primitive values---

byte value: 10

short value: 20

int value: 30

long value: 40

float value: 50.0

double value: 60.0

char value: a

boolean value: true

Q3.Create StringDemo and perform different string manipulation methods

```
public class StringMenu {  
  
    public static void main(String[] args) {  
        // TODO Auto-generated method stub  
        //String Concatenation
```

```

        String str1 = "Rock";

        String str2 = "Star";

        //Method 1 : Using concat

        String str3 = str1.concat(str2);

        System.out.println(str3);

        //Method 2 : Using "+" operator

        String str4 = str1 + str2;

        System.out.println(str4);
    }

}

```

Output:

RockStar

RockStar

Understand the difference between string / stringbuffer / stringBuilder.

```

public class StringDemo {

    public static void main(String[] args) {

        // TODO Auto-generated method stub

        //StringBuilder

        StringBuilder builder=new StringBuilder("hello");

        builder.append("java");

        System.out.println(builder);
    }
}

```

```
//StringBuffer  
  
StringBuffer buffer=new StringBuffer("hello");  
  
buffer.append("java");  
  
System.out.println(buffer);  
  
}  
  
}
```

Output:

hellojava

hellojava