**9.9 String is immutable:**

- To improve performance

**Case 1:**

String str = “Navin”;

String str2 = “Navin”;

// Since value is same, these both will refer to same object.

String Pool

|  |  |
| --- | --- |
| 101 | Navin |
|  |  |

|  |  |
| --- | --- |
| str | 101 |
| str2 | 101 |

**Stack memory**

**Heap Memory**

**Heap Memory**

**Case 2:**

String str = “Saumay”;

String Pool

|  |  |
| --- | --- |
| 101 | Navin |
| 103 | Saumay |

|  |  |
| --- | --- |
| str | 103 |
| str2 | 101 |

**Heap Memory**

**Stack memory**

// Everytime we change string value, new string will be created in string pool.

**Case 3:**

String s1 = new String(“Navin”); // Will refer to string present in string pool

|  |
| --- |
| 101 |

201

String Pool

|  |  |
| --- | --- |
| 101 | Navin |
| 103 | Saumay |

|  |  |
| --- | --- |
| str | 103 |
| str2 | 101 |
| s1 | 201 |

**Stack memory**

**Heap Memory**

**Case 4:**

String s2 = new String(“Telusko”); // Will refer to string present in string pool

String Pool

|  |  |
| --- | --- |
| 101 | Navin |
| 103 | Saumay |
| 104 | Telusko |

|  |
| --- |
| 104 |

301

|  |
| --- |
| 101 |

201

|  |  |
| --- | --- |
| str | 103 |
| str2 | 101 |
| s1 | 201 |
| S2 | 301 |

**Heap Memory**

**Stack memory**