

Chapter4

Wednesday, October 8, 2025 11:47 AM

Strings

Concatenation:

- 1. If both operands are numeric, `+` means numeric addition.
- 2. If either operand is a `String`, `+` means concatenation.
- 3. The expression is evaluated left to right.

!!! Need to know `codePointAt()`

Don't worry! You do not need to memorize the ASCII or Unicode values. You just need to know that if you use `codePointAt()` on the exam that it functions similarly to `charAt()` for ASCII characters, returning the numeric value of the character at the location.

```
System.out.println("abc".equals("ABC")); // false
System.out.println("ABC".equals("ABC")); // true
System.out.println("abc".equals(0)); // false
System.out.println("abc".equalsIgnoreCase("ABC")); // true
```

```
public String reverse() {
    public String reverseString() {
    public String reverse() {
    public String reverse() {
```

The following code shows how to use these methods:

```
System.out.println("1234567890".reverse()); // 09876543210
System.out.println("1234567890".reverse()); // 09876543210
String text = "abc123";
System.out.println(text.reverse()); // 321cba
System.out.println(text.reverse().length()); // 6
System.out.println(text.reverse().length()); // 6
System.out.println(text.reverse().length()); // 6
```

Working with Indentation

Now that Java supports two blocks, it is helpful to have methods that deal with indentation. Both of these are a little tricky to read carefully:

```
public String indent(int numberOfSpaces) {
    public String indent(int numberOfSpaces) {
    public String indent(int numberOfSpaces) {
    public String indent(int numberOfSpaces) {
```

The `indent()` method with the same number of blank spaces to the beginning of each line if there are positive number. If there is a negative number, it removes the number of whitespace characters from the beginning of the line. If you pass zero, the indentation will not change.

Method	Indent change	Normalizes existing line breaks	Adds line break at end if missing
<code>indent(n)</code>	Adds <code>n</code> spaces to beginning of each line	Yes	Yes
<code>indent(n)</code>	No change	Yes	Yes
<code>indent(n)</code>	Removes up to <code>n</code> spaces from each line where the same number of characters is removed from each line	Yes	Yes

<code>stripTrailing()</code>	Removes all leading/trailing whitespace	Yes	No
------------------------------	---	-----	----

```
var name = "John";
var order = 5;
// All parts: null, data, order 5 is ready
System.out.println("Hello " + name, "order: " + order);
System.out.println(String.format("Hello %s, order %d is ready", name, order));
System.out.println("Hello %s, order %d is ready", name, order);
System.out.println("Hello %s, order %d is ready", name, order);
```

Symbol Description

<code>%</code>	Applies to any type, commonly String values
<code>%s</code>	Applies to integer values like <code>int</code> and <code>long</code>
<code>%f</code>	Applies to floating point values like <code>float</code> and <code>double</code>
<code>%n</code>	Inserts a line break using the system-dependent line separator

```
var x = "Hello World";
var z = "Hello World".trim();
System.out.println(x == z); // false
```

You can also do the opposite and tell Java to use the string pool. The `intern()` method will use an object in the string pool if one is present.

```
public String intern() {
    public String intern() {
    public String intern() {
    public String intern() {
```

If the literal is not yet in the string pool, Java will add it at this time.

```
var name = "Hello World";
var name2 = new String("Hello World").intern();
System.out.println(name == name2); // true
```

Finally, you can type the `{}()` before or after the name, adding a space is optional. This means that all five of these statements do the exact same thing:

```
int[] numbers1 = {1, 2, 3, 4, 5};
int[] numbers2 = {1, 2, 3, 4, 5};
int[] numbers3 = {1, 2, 3, 4, 5};
int[] numbers4 = {1, 2, 3, 4, 5};
int[] numbers5 = {1, 2, 3, 4, 5};
```

Line 7 is where this gets interesting. From the point of view of the compiler, this is just fine. A `StringHolder` object can clearly go in an `Object[]`. The problem is that we don't actually have a `String[]` object. We have a `String[]` referred to from an `Object[]` variable. At runtime, the code throws an `ArrayStoreException`. You don't need to memorize the name of this exception, but you do need to know that this line will compile and throw an exception.

```
3: String[] strings = { "stringValue" };
4: Object[] objects = strings;
5: String[] againstStrings = (String[]) objects;
6: againstStrings[0] = new StringHolder(); // DOES NOT COMPILE
7: objects[0] = new StringHolder(); // Careful!
```

Tip

You can use `Tip`, the soda, to help remember the order. Numbers (7) not first, followed by uppercase (U), and then lowercase (p).

- A **negative** number means the first array is smaller than the second.
- A **zero** means the arrays are equal.
- A **positive** number means the first array is larger than the second.

Here's an example:

```
System.out.println(Arrays.compare(new int[] {1}, new int[] {2}));
```

Example to visualize all

```
int[] a = {1, 2, 3};
int[] b = {1, 2};
int[] c = {1, 2, 3};
System.out.println(Arrays.equals(a, b)); // false
System.out.println(Arrays.compare(a, b)); // -1 (a smaller)
System.out.println(Arrays.compare(a, c)); // 0 (a == b)
System.out.println(Arrays.compare(a, c)); // 1 (longer wins)
```

Compare Rules:

- If both arrays are the same length and have the same values in each spot in the same order, return zero.
- If all the elements are the same but the second array has extra elements at the end, return a negative number.
- If all the elements are the same, but the first array has extra elements at the end, return a positive number.
- If the first element that differs is smaller in the first array, return a negative number.
- If the first element that differs is larger in the first array, return a positive number.

Date and Time

The date and time classes are very similar, which gives the user more flexibility in using them.

```
System.out.println(LocalDate.now());
System.out.println(LocalTime.now());
System.out.println(LocalDateTime.now());
System.out.println(LocalDateTime.now());
```

Each of these classes has a static method called `now()`, which gives the user more flexibility in using them. You can also use `now()` to get the current date and time. The `now()` method is a static method, which gives the user more flexibility in using them.

First, let's try to figure out how far apart the following moments are in time.

Notice how India has a half hour offset, not a full hour. To approach a problem like this, you need to use the `LocalDate` class. This gives you the `LocalDate` class.

```
2025-08-20T00:00:00.000[UTC] // 2025-08-20 00:00:00
2025-08-20T00:00:00.000[UTC] // 2025-08-20 00:00:00
```

LocalDate

```
var date1 = LocalDate.of(2025, Month.JANUARY, 20);
var date2 = LocalDate.of(2025, 1, 20);
```

LocalTime

```
var time1 = LocalTime.of(10, 15); // hour and minute
var time2 = LocalTime.of(10, 15, 30); // + seconds
var time3 = LocalTime.of(10, 15, 30, 300); // + milliseconds
```

LocalDateTime

```
var dateTime1 = LocalDateTime.of(2025, Month.JANUARY, 20, 10, 15, 30);
var dateTime2 = LocalDateTime.of(2025, 1, 20, 10, 15, 30);
```

Manipulating Dates and Times

Adding to a date is easy. The date and time classes are immutable. Remember to assign the results of these methods to a reference variable so they are not lost.

```
32: var date = LocalDate.of(2025, Month.JANUARY, 20);
33: System.out.println(date); // 2025-01-20
34: date = date.plusDays(1);
35: System.out.println(date); // 2025-01-21
36: date = date.plusMonths(1);
37: System.out.println(date); // 2025-02-20
38: date = date.plusYears(1);
39: System.out.println(date); // 2026-01-20
40: date = date.plusSeconds(1);
41: System.out.println(date); // 2025-01-20
```

LocalDate

There are also many methods to go backward in time. This time, let's work with `LocalDate`.

```
22: var date = LocalDate.of(2025, Month.JANUARY, 20);
23: var time = LocalTime.of(10, 15);
24: var dateTime = LocalDateTime.of(date, time);
25: System.out.println(dateTime); // 2025-01-20T10:15
26: dateTime = dateTime.minusDays(1);
27: System.out.println(dateTime); // 2025-01-19T10:15
28: dateTime = dateTime.minusMonths(1);
29: System.out.println(dateTime); // 2024-12-20T10:15
30: dateTime = dateTime.minusYears(1);
31: System.out.println(dateTime); // 2024-01-20T10:15
```

ZonedDateTime

There are also many methods to go backward in time. This time, let's work with `ZonedDateTime`.

```
22: var date = LocalDate.of(2025, Month.JANUARY, 20);
23: var time = LocalTime.of(10, 15);
24: var dateTime = LocalDateTime.of(date, time);
25: System.out.println(dateTime); // 2025-01-20T10:15
26: dateTime = dateTime.minusDays(1);
27: System.out.println(dateTime); // 2025-01-19T10:15
28: dateTime = dateTime.minusMonths(1);
29: System.out.println(dateTime); // 2024-12-20T10:15
30: dateTime = dateTime.minusYears(1);
31: System.out.println(dateTime); // 2024-01-20T10:15
```

Instant

The `Instant` class represents a specific moment in time in the GMT time zone.

```
var now = Instant.now();
// Do something time consuming
var later = Instant.now();
var duration = Duration.between(now, later);
System.out.println(duration.toHours()); // Returns number of hours
```

If you have a `ZonedDateTime`, you can turn it into an `Instant`:

```
var date = LocalDate.of(2025, 1, 20);
var time = LocalTime.of(10, 15, 30);
var zone = ZoneId.of("US/Eastern");
var zonedDateTime = ZonedDateTime.of(date, time, zone);
var instant = zonedDateTime.toInstant(); // 2025-01-20T15:55:00Z
System.out.println(instant); // 2025-01-20T15:55:00Z
```

!!!Attention

Notice that these classes are immutable. The `LocalDate` class, like the `LocalTime` class, does not use a constructor in any of the examples. The date and time classes have private constructors along with public methods that return instances. This is done to prevent the user from creating any more instances of these classes.

Another trick is what happens when you pass `now()` to `now()`, for example:

```
var d = new LocalDate(); // DOES NOT COMPILE
Don't fall for this. You are not allowed to construct a date or time object directly.
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Period & Duration

Where to use `Duration` and `Period`

	Can use with Period ?	Can use with Duration ?
<code>LocalDate</code>	Yes	No
<code>LocalDateTime</code>	Yes	Yes
<code>LocalTime</code>	No	Yes
<code>ZonedDateTime</code>	Yes	Yes

Instant

Working with Instants

The `Instant` class represents a specific moment in time in the GMT time zone. Suppose that you want to run a timer.

```
var now
```


20A.C

21.6

P

What is the output of the following code?

```
var date = new Date(1000, 0, 1, 0, 0, 0, 0);
date.setMonth(1);
date.setMonth(1);
console.log(date.getFullYear() + " " + date.getMonth() + " " + date.getDayOfMonth());
```

- A. 2000 0001 00
- B. 2001 0001 00
- C. 2000 0001 00
- D. 2000 0001 00
- E. 2000 0001 00
- F. The code does not compile
- G. An exception is thrown

22.e

21. A. The date starts out as April 30, 2000. Since dates are immutable and the plus method returns values are ignored, the result is unchanged. Therefore, option A is correct.