

Chapter 7 Strings

1.

```
s1 == s2 => true  
s2 == s3 => false  
s1.equals(s2) => true  
s2.equals(s3) => true  
s1.compareTo(s2) => 0  
s2.compareTo(s3) => 0  
s1 == s4 => true  
s1.charAt(0) => W  
s1.indexOf('j') => -1  
s1.indexOf("to") => 8  
s1.length() => 16  
s1.substring(5) => me to Java!  
s1.substring(5, 11) => me to  
s1.toLowerCase() => welcome to java!
```

2. `String s = new String("new string");`

Answer: Correct

`String s3 = s1 + s2;`

Answer: Correct

`String s3 = s1 - s2;`

Answer: Incorrect

`s1 == s2`

Answer: Correct

`s1 >= s2`

Answer: Incorrect

`s1.compareTo(s2);`

Answer: Correct

`int i = s1.length();`

Answer: Correct

`char c = s1(0);`

Answer: Incorrect

`char c = s1.charAt(s1.length);`

Answer: Incorrect for two reasons:

- `length` should be `length()`.
- It's out of bounds, even if the preceding problem is fixed.

3. Use the method `equalsIgnoreCase`.

4. Use the methods toLowerCase or toUpperCase.
5. 0.
6. Use the overloaded static `valueOf` method in the `String` class.
7. A lowercase letter is between 'a' and 'z'. You can use the static `isLowerCase(char)` method in the `Character` class to test if a character is in lowercase.
8. An alphanumeric character is between '0' and '9', or 'A' and 'Z', or 'a' and 'z'. You can use the static `isLetterOrDigit(char ch)` method in the `Character` class to test if a character is a digit or a letter.
9. Use the `StringBuffer`'s constructor to create a string buffer for a string, and use the `toString` method in `StringBuffer` class to return a string from a `StringBuffer`.
10. `StringBuffer sb = new StringBuffer(s);`
`sb.reverse();`
`s = sb.toString();`
11. `StringBuffer sb = new StringBuffer(s);`
`sb.delete(4, 10);`
`s = sb.toString();`
12. It is actually an array.
13. `StringTokenizer st = new StringTokenizer(s, "^");`
14. I
am
learning Java