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## Assignment - 11

Saathi

(1) String is a sequence of characters. In java string is a predefined class that present in built in package java.lang.string. string objects are stored in Heap memory.

Types of string ⇒

- (1) Mutable strings
- (2) Immutable strings

(3) By two ways we can create a string in java:-

- (1) By using string literal.
- (2) By using creating an object of class.

If we

(4) String constant pool is a memory location in Heap memory if we ~~create~~ <sup>create</sup> a string by using literal then the string's object are stored in SCP and if we declare same object value by using literal then another object is not created in SCP except both the reference variable point the same object <sup>bcz SCP does not allow duplicates.</sup> and if we create a string by using new keyword then the string's object are stored in Heap memory and Heap memory allows duplicates so if we declare same object value by different variable name then both the variables point different objects.

(5) Mutable strings are changeable we can change the object's value ~~of same object~~ and Immutable strings are non-changeable we cannot change the

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object's value. If we change the object value of immutable string then same object will not be changed and new object will create in the memory.

To create immutable string ~~class~~ we use String class and to create mutable string we use StringBuilder or StringBuffer class.

(f) In Heap memory string constant pool is located.