Assignment 7

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1. Write a program to reverse the griven string as follow “Hello , java is very cool “

**package** srringreverse;

**public** **class** StringRev {

**public** **static** **void** main(String[] args) {

String str = "Hello, Java is very cool";

**int** size = str.length();

**char** [] ch = **new** **char**[size];

**for**(**int** i=0; i<size ; i++)

ch[i] = str.charAt(i);

**for** (**int** i=size-1; i>4; i--)

System.***out***.print(ch[i]);

**for** (**int** i = 0; i<=4; i++)

System.***out***.print(ch[i]);

}

}

Out put - looc yrev si avaJ ,Hello

2. Need of overrided tostring()?

toString**()** method is non-static and non-final method of java.lang.Object class. As you know that every class you create in java is a sub class of java.lang.Object class. That means, toString() method is inherited to every class you create in java. toString() method returns string representation of an object. It returns a string that describes an object textually.

Whenever you print or use reference of an object, internally toString() method will be called. For example, If ‘**a**‘ is a reference variable of type Class A, then System.out.println(a) will print the string representation of object to which ‘a’ is pointing.

First let’s see what happens if you don’t override toString() method in your class.

If toString() method is not overrided, it will return a string in this form