

Java Fundamentals

4-4: Strings

Practice Activities

Lesson Objectives:

- Instantiate (create) a String
- Describe what happens when a String is modified
- Use the + and += operators for concatenating Strings
- Interpret escape sequences in String literals
- Recognize the difference between a String and a primitive char data type
- Test Strings with the compareTo() and equals() method
- Describe why the == operator does not always work when testing String equality
- Use String methods length(), substring(), indexOf(), and charAt()

Vocabulary:

Identify the vocabulary word for each definition below.

	Joining multiple String objects together.
	Specific characters that are preceded by a \ character. When evaluated, the special character is evaluated as a special function, such as tabs, newlines, etc.
	Assigning a value to a String object reference.
	A data type that references the location in memory where an object is stored rather than a single, specific value.
	Code available in the Java API to manipulate or return strings.
	An Object type that stores sentences, words, or multiple characters.

Try It/Solve It:

1. Write three different ways to declare and instantiate a String object called "myString" and containing "abc".

2. Given the three String objects below, what will each of the following return?

String s1 = "ABC";

String s2 = new String("DEF");

String s3 = "AB" + "C";

- a. s1.compareTo(s2);
 - b. s2.equals(s3);
 - c. s3 == s1;
 - d. s2.compareTo(s3);
 - e. s3.equals(s1);
3. Declare and instantiate two separate String objects, and then concatenate them together and assign them to a third arbitrary String object.