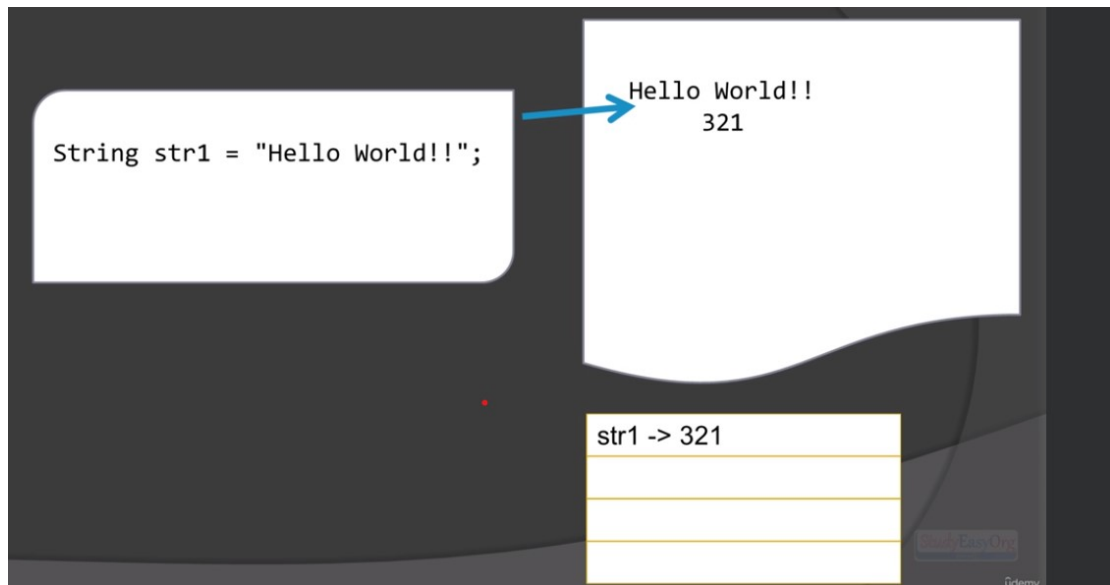
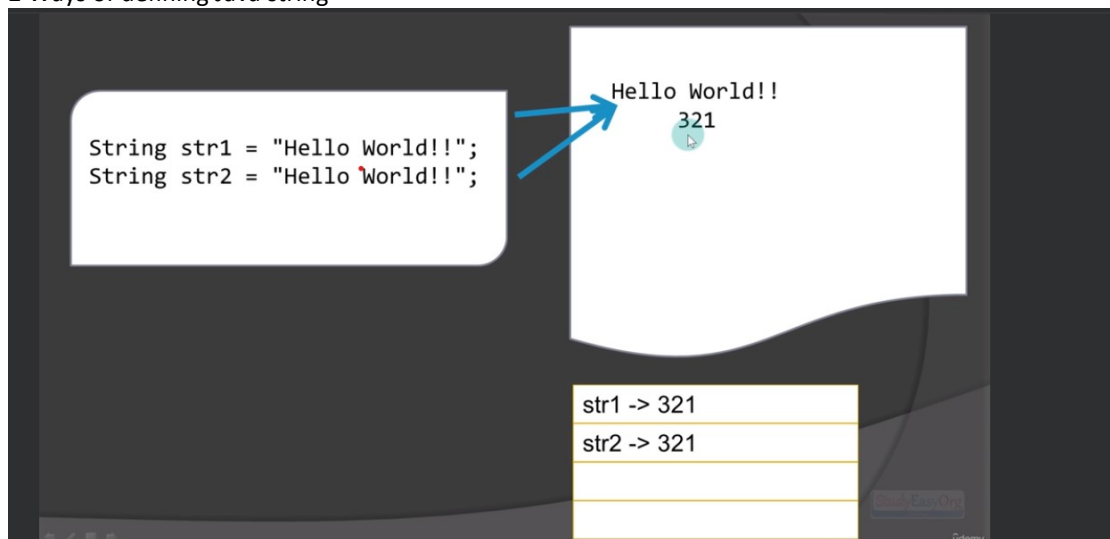


## STRING LITERALS VS STRING OBJECTS



### 2 Ways of defining Java string



String str1 = "Hello World!!";  
String str2 = "Hello World!!";  
str1 == str2 //true

Two blue arrows point from the string literals "Hello World!!" in the code to a single memory box containing "Hello World!!" and address 321.

str1 -> 321
str2 -> 321

Study Easy Org  
Gdemmy

String str3 = new String("Hello World!!");  
String str4 = new String("Hello World!!");  
str3 == str4 //false  
str3.equals(str4) //true

Two blue arrows point from the string literals "Hello World!!" in the code to two separate memory boxes. The first box contains "Hello World!!" and address 741. The second box contains "Hello World!!" and address 954.

str3 -> 741
str4 -> 954

Study Easy Org

## Recommendation

- Use String literals usually  
(It enables compiler optimization)  
Eg: String str1 = "Hello World!!";
- Use .equals method for string comparisons