

Strings

1. Single quoted strings

```
groovy> package com.app
groovy> class GroovyStringExample1 {
groovy> static void main(args)
groovy> {
groovy>     String s1 = 'Javatpoint'
groovy>     println s1
groovy>     println 'This is tutorial on Groovy at ' + s1
groovy> }
groovy> }
```

Javatpoint
This is tutorial on Groovy at Javatpoint

2. Double quoted strings

```
groovy> package com.app
groovy> class GroovyStringExample2 {
groovy> static void main(args)
groovy> {
groovy>     String s1 = "Javatpoint"
groovy>     println s1
groovy>     println "This is tutorial on Groovy at " + s1
groovy> }
groovy> }
```

Javatpoint
This is tutorial on Groovy at Javatpoint

```
groovy> package com.app
groovy> class GroovyStringExample3 {
groovy> static void main(args)
groovy> {
groovy>     String s1 = "Javatpoint"
groovy>     println "This is tutorial on Groovy at ${s1} "
groovy>     println "This is tutorial on Groovy at $s1 "
groovy> }
groovy> }
```

```
This is tutorial on Groovy at Javatpoint
This is tutorial on Groovy at Javatpoint
```

3. *Triple* quoted strings

```
groovy> package com.app
groovy> class GroovyStringExample4 {
groovy> static void main(args)
groovy> {
groovy>     String s1 = '''This is groovy tutorial and we are learning string'''
groovy>     println s1
groovy> }
groovy> }
```

```
This is groovy tutorial and we are learning string
```

```
groovy> package com.app
groovy> class GroovyStringExample5 {
groovy> static void main(args)
groovy> {
groovy> String s1 = '''This is line 1
groovy> This is line 2
groovy> This is line 3
groovy> This is line 4
groovy> This is line 5'''
groovy> println s1
groovy> }}
```

```
This is line 1
This is line 2
This is line 3
This is line 4
This is line 5
```

```
groovy> package com.app
groovy> class GroovyStringExample6 {
groovy> static void main(args)
groovy> {
groovy>     String s1 = ""This is groovy tutorial and we are learning string""
groovy>     println s1
groovy> }
groovy> }
```

```
This is groovy tutorial and we are learning string
```

```
groovy> package com.app
groovy> class GroovyStringExample7 {
groovy> static void main(args)
groovy> {
groovy> String s1 = ""This is line 1
groovy> This is line 2
groovy> This is line 3
groovy> This is line 4
groovy> This is line 5""
groovy>         println s1
groovy> }
groovy> }
```

```
This is line 1
This is line 2
This is line 3
This is line 4
This is line 5
```

```
groovy> package com.app
groovy> class GroovyStringExample8 {
groovy> static void main(args)
groovy> {
groovy> String s1 = ""This is line 1
groovy> This is line 2
groovy> This is line 3
groovy> This is line 4
groovy> This is line 5""
groovy> println ""Hello $s1""
groovy> println ""Hey $s1""
groovy> }
groovy> }
```

```
Hello This is line 1
This is line 2
This is line 3
This is line 4
This is line 5
Hey This is line 1
This is line 2
This is line 3
This is line 4
This is line 5
```

```
groovy> package com.app
groovy> class GroovyStringExample9 {
groovy> static void main(args)
groovy> {
groovy> String s1 = /This is groovy tutorial and we are learning string/
groovy> println s1
groovy> }
groovy> }
```

This is groovy tutorial and we are learning string

```
groovy> package com.app
groovy> class GroovyStringExample11 {
groovy> static void main(args)
groovy> {
groovy> String s1 = /This is line 1
groovy> This is line 2
groovy> This is line 3
groovy> This is line 4
groovy> This is line 5/
groovy>         println s1
groovy> }}
```

This is line 1
This is line 2
This is line 3
This is line 4
This is line 5


```
groovy> package com.app
groovy> class GroovyStringExample1 {
groovy> static void main(args)
groovy> {
groovy> String s1 = /This is line 1
groovy> This is line 2
groovy> This is line 3
groovy> This is line 4
groovy> This is line 5/
groovy> println ""Hello ${s1}""
groovy> println ""Hey $s1""
groovy> }}
```

```
Hello This is line 1
This is line 2
This is line 3
This is line 4
This is line 5
Hey This is line 1
This is line 2
This is line 3
This is line 4
This is line 5
```

DECISION MAKING:

1. IF Statement:



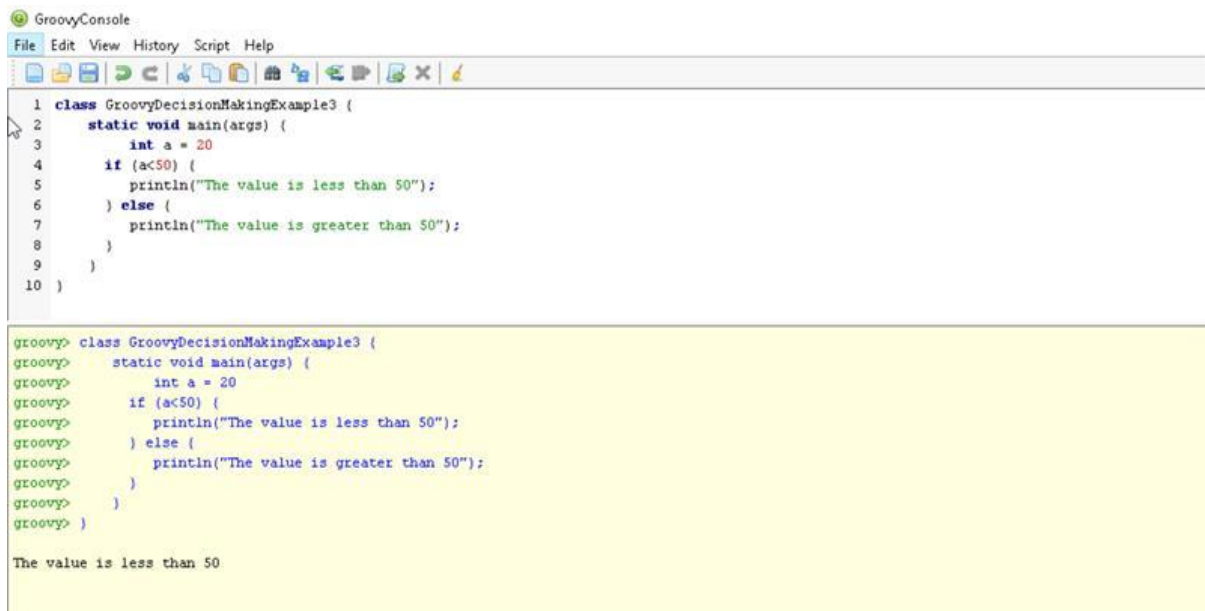
The screenshot shows the GroovyConsole application. The top pane contains the following Groovy code:

```
1 class GroovyDecisionMakingExample1 {
2
3     static void main(args) {
4         int a = 10
5         if (a<50) {
6             println("javatpoint");
7         }
8     }
9 }
10 }
```

The bottom pane shows the execution output:

```
groovy> class GroovyDecisionMakingExample1 {
groovy> static void main(args) {
groovy>     int a = 10
groovy>     if (a<50) {
groovy>         println("javatpoint");
groovy>     }
groovy> }
javatpoint
```

2. IF- ELSE:



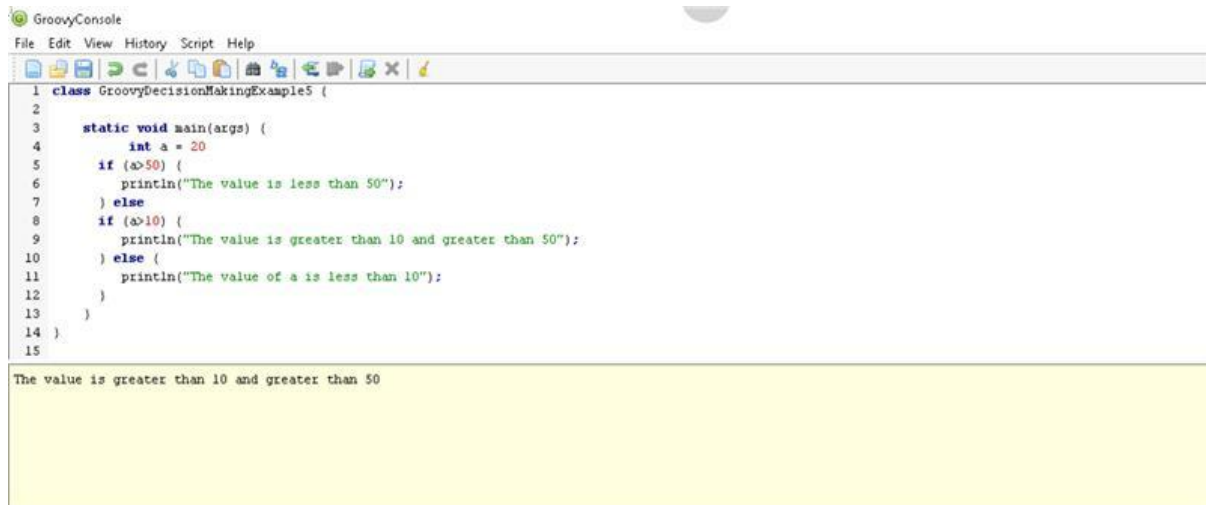
The screenshot shows the GroovyConsole application. The top pane contains the following Groovy code:

```
1 class GroovyDecisionMakingExample3 {
2     static void main(args) {
3         int a = 20
4         if (a<50) {
5             println("The value is less than 50");
6         } else {
7             println("The value is greater than 50");
8         }
9     }
10 }
```

The bottom pane shows the execution output:

```
groovy> class GroovyDecisionMakingExample3 {
groovy> static void main(args) {
groovy>     int a = 20
groovy>     if (a<50) {
groovy>         println("The value is less than 50");
groovy>     } else {
groovy>         println("The value is greater than 50");
groovy>     }
groovy> }
The value is less than 50
```

3.NESTED – IF:

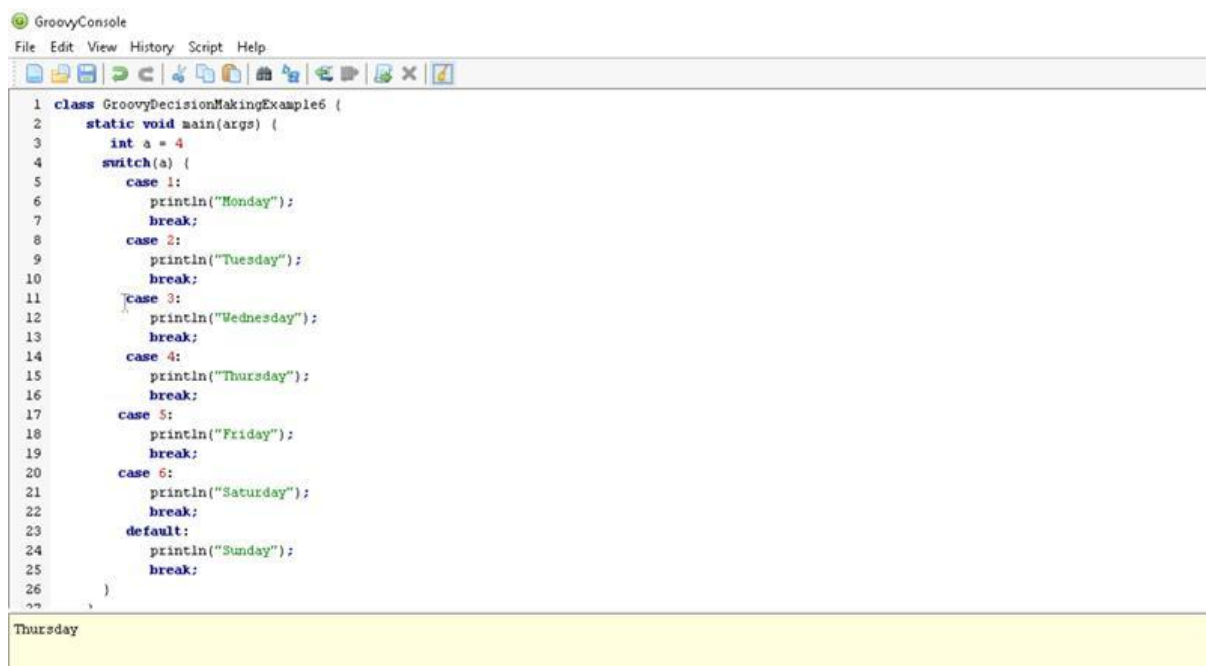


The screenshot shows a Groovy script in a console window. The script defines a class `GroovyDecisionMakingExample5` with a `main` method. Inside `main`, a variable `a` is set to 20. A series of nested `if-else` statements check the value of `a`. The first condition is `a > 50`, which is false. The next condition is `a > 10`, which is true, leading to the execution of `println("The value is greater than 10 and greater than 50");`. The output of the script is displayed in a yellow box at the bottom.

```
1 class GroovyDecisionMakingExample5 {
2
3     static void main(args) {
4         int a = 20
5         if (a > 50) {
6             println("The value is less than 50");
7         } else
8         if (a > 10) {
9             println("The value is greater than 10 and greater than 50");
10        } else {
11            println("The value of a is less than 10");
12        }
13    }
14 }
15
```

The value is greater than 10 and greater than 50

3. SWITCH STATEMENTS:



The screenshot shows a Groovy script in a console window. The script defines a class `GroovyDecisionMakingExample6` with a `main` method. Inside `main`, a variable `a` is set to 4. A `switch` statement is used to determine the day of the week based on the value of `a`. The cases are numbered 1 through 6, corresponding to Monday through Saturday. The `default` case prints "Sunday". The output of the script is displayed in a yellow box at the bottom.

```
1 class GroovyDecisionMakingExample6 {
2     static void main(args) {
3         int a = 4
4         switch(a) {
5             case 1:
6                 println("Monday");
7                 break;
8             case 2:
9                 println("Tuesday");
10                break;
11            case 3:
12                println("Wednesday");
13                break;
14            case 4:
15                println("Thursday");
16                break;
17            case 5:
18                println("Friday");
19                break;
20            case 6:
21                println("Saturday");
22                break;
23            default:
24                println("Sunday");
25                break;
26        }
27    }
28 }
```

Thursday