

Is String Mutable in Java?

No, **String in Java is immutable**. This means **once a String object is created, it cannot be changed**. Any modification creates a new String object instead of modifying the existing one.

Why is String Immutable?

1. Memory Efficiency (String Pooling)

- Java maintains a **String Pool** in the heap memory.
- If two strings have the same value, Java **reuses** the existing object instead of creating a new one.
- Example:
 - `String s1 = "Hello";`
 - `String s2 = "Hello"; // Reuses the same object from the String Pool`
 - `System.out.println(s1 == s2); // true (same memory reference)`

2. Thread-Safety

- Since strings cannot be changed, multiple threads can safely share the same string without synchronization issues.
- Example:
 - `String s = "Hello";`
 - `s.concat(" World"); // Creates a new object instead of modifying s`
 - `System.out.println(s); // "Hello" (original string unchanged)`

3. Security Reasons

- String is widely used in **passwords, URLs, file paths, and database connections**.
- If String were mutable, it could be modified unintentionally or maliciously.
- Example: If a password string were mutable, a hacker could modify its value while it's being used in authentication.

4. Caching Hashcode for Performance

- String objects store their **hashcode** for efficient lookups in hash-based collections (HashMap, HashSet).
 - Since strings are immutable, their hashcode never changes.
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Example: Why String is Immutable?

```
public class StringImmutableExample {
    public static void main(String[] args) {
        String str = "Java";
        str.concat(" Programming"); // New string is created, but not assigned to 'str'

        System.out.println(str); // Output: "Java" (original string unchanged)

        str = str.concat(" Programming"); // Now it points to the new string
        System.out.println(str); // Output: "Java Programming"
    }
}
```

◆ **Conclusion:** String is immutable because of security, performance, and memory optimization reasons. If you need a **mutable** string, use **StringBuilder** or **StringBuffer**. 🚀