



JAVA SE
(CORE JAVA)
LECTURE-30



Today's Agenda



- String Handling.
- Different classes to handle String
- Constructors and Methods of class String.



String Handling



- Java provides 3 classes to handle Strings as per situation, these are
 1. String
 2. StringBuffer
 3. StringBuilder
- *StringBuilder will be covered in the Multithreading chapter.

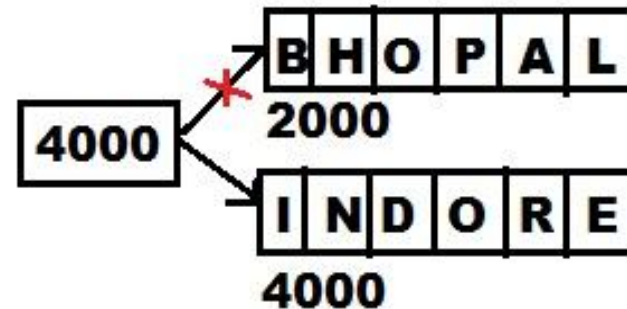


String class



- String objects in java are **immutable** i.e. content once stored cannot be changed.

- For Example,
String city="Bhopal";
System.out.println(city);
city="Indore";
System.out.println(city);



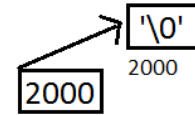
Though the output will change but the Objects won't.



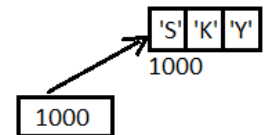
Constructors of String



- **String():-** String S=new String();



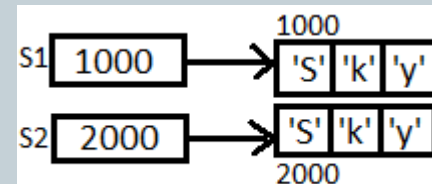
- **String(String):-** String S=new String("Bhopal");



- **Difference in Initialization:-**

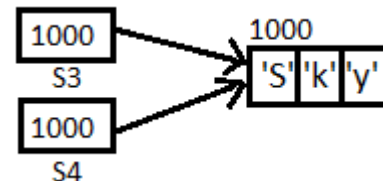
String s1=new String("Sky");

String s2=new String("Sky");



String s3="Sky";

String s4="Sky";





Constructors of String



- To check the memory diagram we can compare the object references,

```
String s1=new String("Sky");  
String s2=new String("Sky");  
String s3="Sky";  
String s4="Sky";  
System.out.println(s1==s2);  
System.out.println(s3==s4);
```

```
F:\Java Codes>java Test1  
false  
true
```



Constructors of String



- **String(char[]):-** Converts a character array to String object.
- **String(char[],int1,int2):-**
int1- Starting index
int2- Number of characters to be converted into String

```
char arr[ ]={'H', 'e', 'l', 'l', 'o'};  
String s=new String(arr,0,4);  
System.out.println(s); —————> Hell
```
- *In java anything in “ ”(double quotes) is considered to be a string to be precise a String object.*
- *Example :- “Bhopal”.length(); —————> 6*



Methods of String class



- **public boolean equals(Object):-** Derived from Object class. It compares object references when object of any other class is passed. But it compares the strings when a String is passed. So, every class can override equals in its own way.
- **public boolean equalsIgnoreCase(String):-** Method belongs to String class and ignores case sensitivity.



Methods of String class



- **public int compareTo(String):-** Method belongs to String class and compares string and returns 0 if true else difference of their ASCIIIs.
- **public int compareToIgnoreCase(String):-** Similar to above method but ignores case sensitivity.
- **public int indexOf(int) :-** Returns index of the character present in the string, which is passed in the argument. If not found returns -1. It is a case sensitive method.
- **public int indexOf(String):-** Accepts a substring as argument and returns the beginning index where the substring occurs.
- **public int length():-** Gives length of string.



Methods of String class



- **public char charAt(int):**-Takes index number and gives character at that index
- **public void getChars(int, int, char[], int):**- Takes multiple characters and pastes their copy to an array of characters.
- **public boolean startsWith(String):**- Tests if this string starts with the specified prefix.
- **public boolean startsWith(String,int):**- Tests if this string starts with the specified prefix beginning a specified index.
- **public boolean endsWith(String):**- Tests if this string ends with the specified suffix.



Methods of String class



- **public int lastIndexOf(int):-** Returns the index within this string of the last occurrence of the specified character.
- **public int lastIndexOf(String):-** Returns the index within this string of the rightmost occurrence of the specified substring.
- **public String substring(int, int):-** Returns a new string that is a substring of this string. The first argument is starting index for substring and second argument is **end index-1** of the substring.
- **public String substring(int):-** Returns the substring from index passed as argument till the last index of the string.



Methods of String class



- **public String toUpperCase()**:- Converts all the characters of the String to upper case.
- **public String toLowerCase()**:- Converts all the characters of the String lower case.
 - *There won't be any change in the calling String object, just a copy of that String will be returned.*
- **public static String valueOf(any primitive data type)**:- Returns the string representation of the passed data type argument.



Class StringBuffer



- The objects of class **StringBuffer** in java are **mutable** i.e. **content of an object can be changed** without creating a new object.
- StringBuffer is used when data of a class may change in future. Example, Salary of an employee.
- StringBuffer also has same methods as that of the class String except some of them.
- StringBuffer is also present in the package **java.lang**.



Constructors of StringBuffer



- **public StringBuffer()**:- Creates an object with **size 16 characters** initialized with **'\0'**.
- **public StringBuffer(int)**:- Creates a string buffer with specified capacity in the argument and initialized with null character s.
- **public StringBuffer(String)**:- The object is created and initialized with the string passed in the argument and is appended with **16 null characters('\0')**.



Methods of Class StringBuffer



- **public int capacity()**:- This method returns the current capacity. Using this method we can confirm the extra 16 characters reserved by java.
- **public void ensureCapacity(int)**:- Increases capacity to the argument passed.
- **public StringBuffer append(String)**:- An overloaded function and can append any data type.
StringBuffer s=new StringBuffer("India");
s.append("is my country");
System.out.println(s);



Methods of Class StringBuffer



- **public StringBuffer reverse()**:- As the name suggests it reverses the original string.

start index, end index+1, new string

- **public StringBuffer replace(int, int, String)**:- This method replaces the characters in a substring of this sequence with characters in the specified String.

```
StringBuffer s=new StringBuffer("Hello World");
```

```
s.replace(6, 11, "India");
```

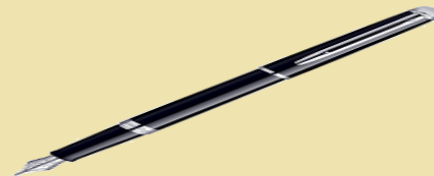
```
System.out.println(s); —————> Hello India
```




End Of Lecture 30



**Thank
You**



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Agenda for Next Lecture:

- 1. Graphical User Interface in Java**