**String**

String is probably the most commonly used class in java library. String class is encapsulated under java.lang package. In java, every string that you create is actually an object of type **String**.

**What is an Immutable object?**

An object whose state cannot be changed after it is created is known as an Immutable object. String, Integer, Byte, Short, Float, Double and all other wrapper class's objects are immutable.

**Creating a String object**

String can be created in number of ways, here are a few ways of creating string object.

**1) Using a String literal**

String literal is a simple string enclosed in double quotes " ". A string literal is treated as a String object.

String str1 = "Hello";

**2) Using another String object**

String str2 = new String(str1);

**3) Using new Keyword**

String str3 = new String("Java");

**4) Using + operator (Concatenation)**

String str4 = str1 + str2;

or,

String str5 = "hello"+"Java";

**String object and How they are stored**

When we create a new string object using string literal, that string literal is added to the string pool, if it is not present there already.

String str= "Hello";

**Example**

**public** **class** Car {

**public** **static** **void** main(String args[])

{

Car c=**new** Car();

System.***out***.println(c);

}

**public** String toString()

{

**return** "This is my car object";

}

}

**Output**

This is my car object