Question 2: Whats wrong with the given code below:

public class Main {

public static void main(String[] args) {

System.out.println(fixSpelling("hostleworld"));

}

public static String fixSpelling(String name) {

String wordToCheck = new String(name);

if(wordToCheck == "hostleworld" ) {

name = "hostelworld";

}

else {

fixSpelling(name);

}

return name;

}

}

Response:

Only depend what the developer wanted to do, but this code go to Loop if the condition it’s false, maybe the developer want to validade if the string “wordToCheck” contains the word “hostelworld” in this case have to do wordToCheck.equals("hostleworld"), when use "==" means that your two string references are exactly the same object.

What happens is when you check(compare) two objects using == operator it compares the address equality into the string-pool. If two String objects having same address references then it returns true otherwise false. But if you want to compare the contents of two String objects then you must override equals method.