

String data

Immutable(no change)

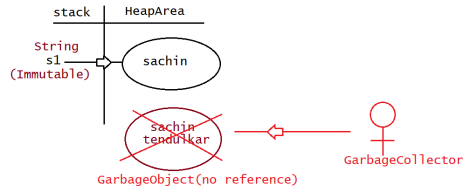
1. String(C)

Mutable(change)

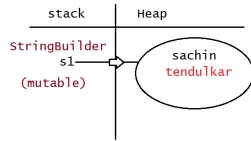
1. StringBuffer
2. StringBuilder(1.5v)

```
class String
{
    //instance variables
    //methods
}
```

```
String s1="sachin";
s1.concat("tendulkar");
System.out.println(s1);
//sachin
```

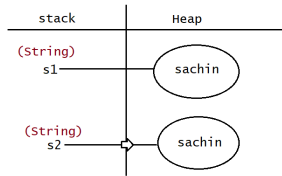


```
StringBuilder s1=new StringBuilder("sachin");
s1.append("tendulkar");
System.out.println(s1); //sachintendulkar
```



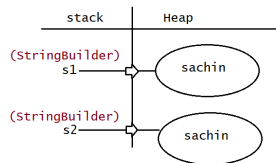
```
String s1="sachin";
String s2=new String("sachin");
System.out.println(s1 == s2); //false
System.out.println(s1.equals(s2));
```

String class `equals()` will compare the content present inside the String `"sachin".equals("sachin")` **true**

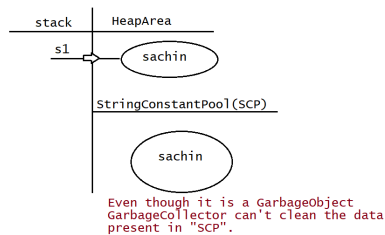


```
StringBuilder s1=new StringBuilder("sachin");
StringBuilder s2=new StringBuilder("sachin");
System.out.println(s1 == s2);
System.out.println(s1.equals(s2));
```

StringBuilder class `equals()` compare the reference(address of object) not the content of `StringBuilder`. **false**



```
String s1=new String("sachin");
```



```
String s1="sachin";
```

