Stack — Heap Area

```
Q>
String s1=new String("sachin");
String s2=s1.toString();
String s3=s1.toUpperCase();
String s4=s1.toLowerCase();
String s5=s1.toUpperCase();
String s6=s1.toLowerCase();
System.out.print(s1==s6); //true
System.out.print(s3==s5); //false
```

Stack   Heap Area

- s6
- s2
- s1 → (sachin)
- s4
- s3 → (SACHIN)
- s5 → (SACHIN)

SCP Area

(sachin)

```
final StringBuffer sb = new StringBuffer("sachin");

sb.append("tendulkar");
System.out.println(sb);
sb = new StringBuffer("kohli");
```

⬆
sb is final so can't be reused

stack   HeapArea

(StringBuffer)
final   sb → (sachin
tendulkar)

Content of StringBuffer can be
changes becoz it is Mutable