The **JavaScript string** is an object that represents a sequence of characters.

By using string literal we can create a string object

**Program using String methods**

**<html>**

**<head>**

**<script type="text/javascript">**

**function StringMethods() {**

**var s="Pumo welcomes you";**

**document.write("Input text is :"+s+"<br>");**

**document.write("first character is :"+s.charAt(0)+"<br>");**

**document.write("Last character is : "+s.charAt(s.length-1)+"<br>");**

**var s1="welcome";**

**document.write("Input text is : "+s1+"<br>");**

**document.write("character code for the specific character "+**

**s.charCodeAt(1)+"<br>");**

**var s2="BILL GATES";**

**document.write("Input text is : "+s2+"<br>");**

**document.write("Index of G is : "+s2.indexOf('G')+"<br>");**

**document.write("Last index of L is : "+s2.lastIndexOf('L')+"<br>");**

**var s3="CAT";**

**document.write("replacing the character : "+s3.replace('C','H')+"<br>");**

**var s4="Mark";**

**var s5="Zuckerberg";**

**document.write(s4.concat(s5)+"<br>");**

**document.write(s4.toLowerCase()+"<br>");**

**document.write(s4.toUpperCase());**

**}**

**</script>**

**</head>**

**<body>**

**<input type="button" value="click here" onclick="StringMethods();">**

**</body>**

**</html>**