**String:**

* Most commonly used object.
* Immutable – cannot be changed.
* Stored in Heap and SCP (String Constant Pool).
* equals () method.
* If we perform any action on String a new object will be created, which is available for garbage collection.

When we create string object it will create memory in SCP (String constant pool) memory.

It will always check for previous object with same content before creating object. If available, it will not create object, but the reference variable will be pointing to existing object.

String Constant Pool will not allow duplicate values.

Once we create string object, we cannot perform modification are not allowed. Because String is immutable class.

When we create string object, it will create memory in **Heap memory**. It will not check for previous object with same content but will create a new object. Heap area will allow duplicate values.

Once we create StringBuffer object, we can perform modification because StringBuffer is mutable class.