

❑ String

A **String** is a sequence of **characters** used to store and manipulate **text**.

❑ String in Java

In Java, String is a **non-primitive (reference) data type** and an **object** of the String class.

Example:

```
String name = "Java";
```

❑ Ways to Create String

1.Using string literal:

```
String s = "Hello";
```

2.Using new keyword:

```
String s = new String("Hello");
```

❑ Important String Features

- ✓ Strings are **immutable** (cannot be changed)
 - ✓ Stored in **String Constant Pool**
 - ✓ Indexed starting from 0
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□ Common String Methods

- `length()` – finds length
- `toUpperCase()` – converts to uppercase
- `toLowerCase()` – converts to lowercase
- `equals()` – compares strings
- `charAt()` – gets character

Example:

```
class PrintString {  
  
    public static void main(String args[])  
  
    {  
  
        String msg = "Hello Java";  
  
        System.out.println(msg);  
  
        System.out.println(msg.length()) // print length of string  
  
    }  
  
};
```