|  |  |  |
| --- | --- | --- |
| Method | Arguments | Return Type |
| charAt | int index | Char |
| length | () | Int |
| format | (Format, Object… args)  (Locale l, String format, Object… Args) | String |
| substring | (Int beginIndex)  (int beginIndex,int endIndex) | String |
| split | (String regex)  (String regex,int limit) | String |
| equals | (Object anObj) | boolean |
| equalsIgnoreCase | (Object anObj) | boolean |
| getBytes | () (Charset charset)(String charsetname) | byte[] |
| hashcode | () | int |
| indexOf | (int ch) (int ch, int fromIndex) (String str) | int |
| lastIndexOf | (String str) (String str, int fromIndex) | int |
| isEmpty | () | boolean |
| replaceFirst | (String regex,String replacement) | String |
| replaceAll | (String regex,String replacement) | String |
| split | (String regex) (String regex, int limit) | String[] |

2. I tried out all the above String methods in Java

10. tiny

11. 6 3

12. -2

2

13. No, and the single public class in a Java file must have the same name as the file.

14. Yes, if we use some other static sections to run code.

15. >> uses the sign bit to fill bits from the left. >>> is unsigned and always uses 0 to fill from the left. \

16. Numeric characters, since first character must be alphabetical in identifier.

17.