



Strings initialization

1. The String class
2. Creating a String object
3. Updating a String object
4. Strings in Command Line

The String class

1. The String class

```
String message = "Hello";
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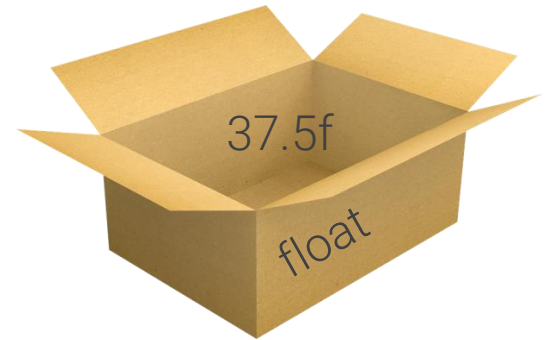
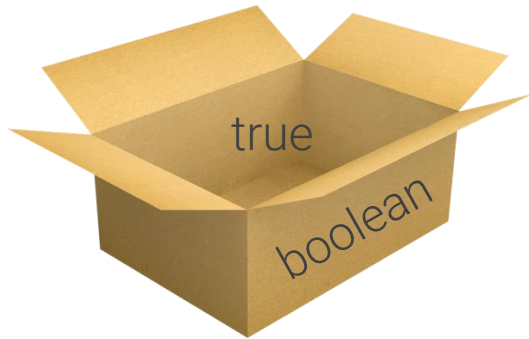
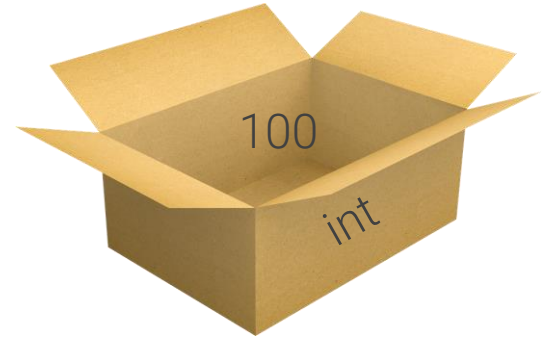
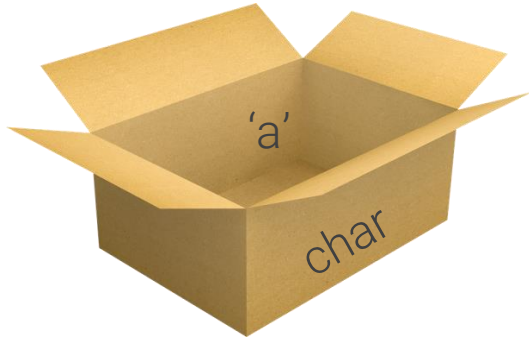
1. The String class

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String message = "Hello";
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String message = "Hello";
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1. The String class



1. The String class



1. The String class

```
String message = "Hello, world";
```

message is an object



1. The String class

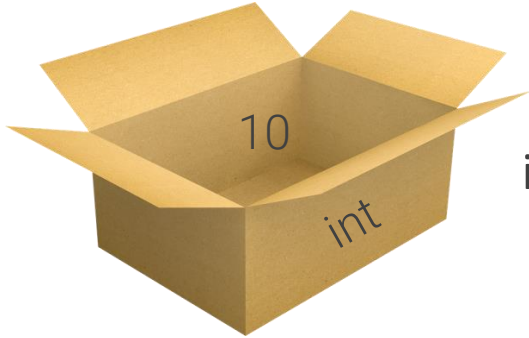
```
int age = 10;
```

Primitive variable

```
String message= "Hello";
```

Object variable

1. The String class



`int age = 10;`

Primitive variable



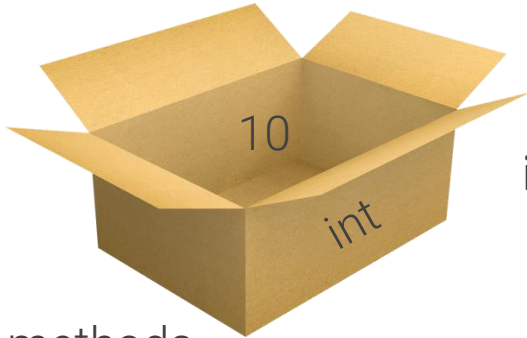
`String message= "Hello";`

Object variable

Object Oriented Programming



1. The String class



`int age = 10;`

Primitive variable

methods



`String message= "Hello";`

Object variable

Creating a String object

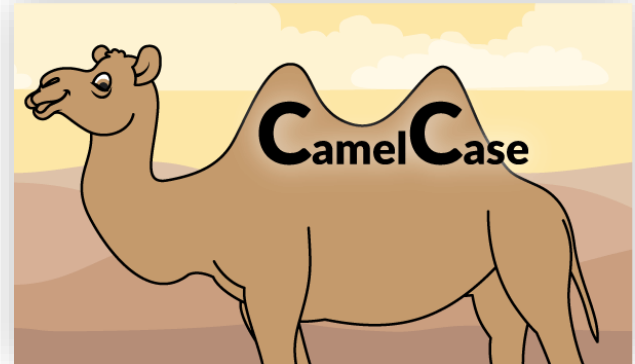
Declaring a String object

```
String message;
```

Declaring a String object

```
int age;  
String message;
```

Upper Camel Case
RULE



Declaring a String object

String message;



Creating a String with literals

```
String message = "Hello, world";
```



Multiline Strings

```
String message = "It was the best of times \nIt was the worst of times";  
System.out.println(message);
```

```
//Prints
```

```
//It was the best of times
```

```
//It was the worst of times
```

Creating an empty String

```
String message = "";
```

Updating a String object

3. Updating a String object

```
String message = "Hello, world";
```

...

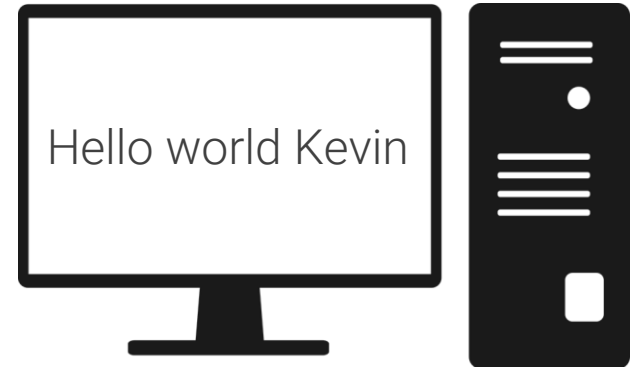
```
message = "Java is fun";
```



Strings in Command Line

Output

```
String greeting = "Hello world"  
System.out.print(greeting);  
System.out.println(" Kevin");
```



Input

```
import java.util.Scanner;
public class Main{
    public static void main (String[] args){
        Scanner input= new Scanner(System.in);
        System.out.println("Introduce un número entero (y pulsa Enter)");
        int num1= input.nextInt();
        input.nextLine();
        ...
    }
}
```



Input

```
import java.util.Scanner;
public class Main{
    public static void main (String[] args){
        Scanner input= new Scanner(System.in);
        System.out.println("Introduce un número entero (y pulsa Enter)");
        int num1= input.nextInt();
        input.nextLine();
        ...
    }
}
```



Input

Instrucción	Tipo de dato leído
<code>input.nextInt();</code>	int
<code>input.nextDouble();</code>	double
<code>input.nextBoolean();</code>	boolean
<code>input.nextXXX();</code>
<code>input.next(); / input.nextLine()</code>	String

Input



En un lugar de la Mancha...

Input: `nextLine()`



En un lugar de la Mancha...

`input.nextLine()`

Input: `nextLine()`

```
Scanner input = new Scanner(System.in);  
System.out.println("Introduce texto: ");  
String frase = input.nextLine();  
System.out.println("El texto introducido es "+frase);
```

Input: `next()`



En un lugar de la Mancha...

`input.next()`

Input: `next()`



En **un** lugar de la Mancha...

`input.next()`

Input: next()



En un **lugar** de la Mancha...

input.next()

Input: `next()`



En un lugar **de** la Mancha...

`input.next()`

Input: `next()`



En un lugar de **la** Mancha...

`input.next()`

Input: `next()`



En un lugar de la Mancha...

`input.next()`

Input

```
final int MAX_PALABRAS = 5;
Scanner input = new Scanner(System.in);
System.out.println("Introduce " + MAX_PALABRAS + " palabras (separadas por espacios).");
System.out.println("Puedes escribirlas en líneas diferentes, si quieres.");

for (int i = 0; i < MAX_PALABRAS; i++) {
    String palabra = input.next(); //Leemos palabra a palabra
    System.out.println("Palabra #" + i + ": " + palabra);
}

//Se ignoran los valores sobrantes de la última línea
input.nextLine();
```


“El que lee mucho y anda mucho, ve mucho y sabe
mucho “

Miguel de Cervantes Saavedra, escritor

