What is string?

String is a object which contain seq of characters

two ways to create a string

by literals

by new keyword

methods avail in the string class.

1.charAt(parameterized): this method return the value of the char in the string

e.g: string a="elephant"

char b=a.charAt(2) =e

2. length():this method return the length of the string

e.g string a="elephant"

int b=a.lenght()=8

3.substring(parameterized): this method return the start and end index char

e.g string a="elephant"

string b=a.substring(3,7)=phant

4.contains(parameterized): this method returns the presence of text

e.g string a="elephant"

string b=a.contains("pahn")

5.isEmpty() return boolean value.

6.concat : concatinate to two strings

String a="elephant"

a=a.concat("big animal")

7.replace=replace the char

string a="elephant"

a=a.replace(e,a)

8.equals(parameter) returns the comparision

9.equalsIgnoreCase(parameter) returns the comparion igonring case

10.split.(parameter) the return type is string

to split with . and space use \\

eg;String b="elephant is big animal"

String a[]=b.split("\\ ")

for(string c:a){Sop(c)}

for length (String a[]=b.split("\\.,2") )=elephant =is big animal

11.int indexOf(String substring) return the value of words

12.String toLowerCase() lower the words

13.String toUpperCase() upper the words

14. String trim() removes only spaces

15.string.valueOf() return the value on non string to string

int a=10;

String s=String.valueOf(a)=10

16.interger.parseInt() return the value on int to int

String a="100"

int a=interger.parseInt(a)=100

Difference betn string and string buffer

string =immutable means value will not change

eg; string a="elephant"

a.concat(big elephant)=elephant bcoz immutable

a=a.concat(big elephant)= now mutable

string buffer(class)= mutable means value will change.  
Stringbuffer a=new stringbuffer("Elephant")

a.append("nice animal")

String buffer class methods

Stringbuffer a=new StringBuffer("elephant")

1.append()

a.append("big animal")= elephant big animal

2.replace()

a.replace(0,2, "ala")= alaphant

3.insert()

a.insert(8,"s") =elephants

4.reverse

a.reverse()=tnahpele

5.delete()

a.delete(0,2)

complete string is coverved

tostring(): this method is used when we want to print the ref variable of obj  
 -to send collection string data to normal string "tostring " is used bcoz when we send collection string value to normal string the normal string store memory loc not the value,

so to store value "tostirng" is used

sysout( ref variable of obj) provide hashcode of ref variable