



Module 1-6

Strings: An Introduction to Objects

Module 1 Day 6

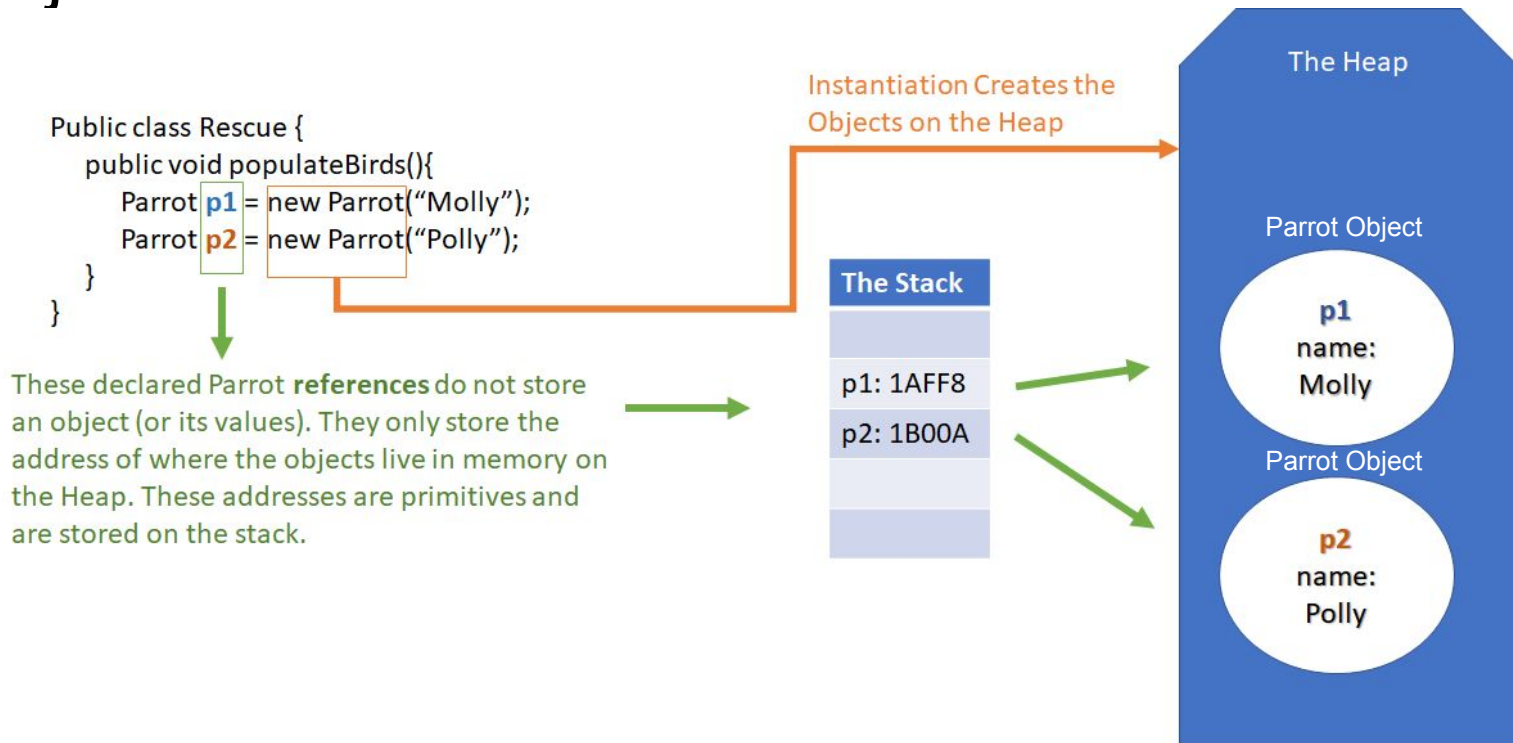
Can\Do you?

1. ... explain the concept of an object as a programming construct
2. ... describe the difference between objects and classes and how they are related
3. ... instantiate and use objects
4. ... understand the terms Declare, Instantiate and Initialize
5. ... understand how objects are stored in RAM
6. ... explain how the Stack and Heap are used with objects and primitives
7. ... define the terms Value-type and Reference-type
8. ... describe the String class, its purpose and use
9. ... call methods on an object & explain their return values based on the signature
10. ... understand immutability and what that means for handling certain objects
11. ... explain object equality and the difference between `==` and `equals()`

Reference vs Primitive Types: The Stack and Heap

- You have now encountered various primitive data types: int, double, boolean, float, char, etc. Primitives exist in memory in containers sized to fit their max values in an area known as the Stack.
- We will now discuss reference types:
 - We have encountered these already; Arrays and Strings are reference types.
 - Objects that you instantiate from classes that you write are also reference types.

Objects: References



A reference does not actually store an object, it only tells you where it is in memory.

Objects: Key & Locker Analogy

One way to think about it is like this: a reference is like a key with a number tag, it does not store anything by itself, but there is a locker with that number on it that holds the actual object.

```
String myString = "Hello";
```

With this analogy, the key with the number 7 is called myString and myString is set to "Hello"



"Hello"

Objects: Properties and Methods

Reference types have **properties** (also called members, or data members) and **methods**. These properties are commonly thought of as attributes that manage an object's data, or **state**, and the methods define an object's **behaviors**.

```
Public class Duck{
```

```
    int age = 0;  
    String breed = "unknown";
```

→ Properties

```
    public void quack(){  
        makeNoise();  
    }  
    public void move(int mode){  
        if(mode == 1){  
            fly();  
        }  
    }
```

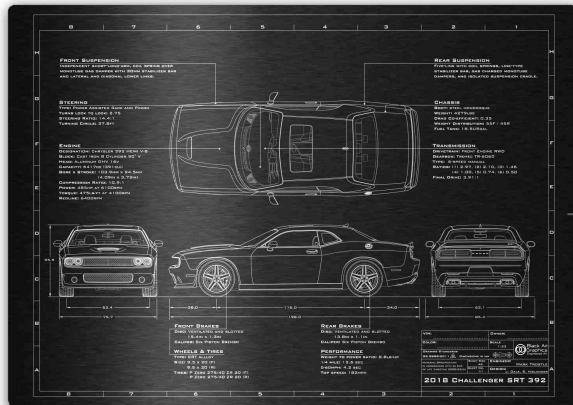
→ Methods

```
}
```

Objects: Properties and Methods

Defined using code as **Classes**, these properties and methods **form a blueprint for** the creation of **Objects** in memory. A Class is defined by the code, an object is the “physical” manifestation of a **specific instance** of that class in memory.

CLASS



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OBJECTS

These vehicles were created from the same blueprint. The blueprint specifies that each vehicle should have a color, **color is therefore a property of the object and can be set once instantiated.**

Objects: Instantiation - Creating the Object

- Java is built around hundreds of these “blueprints” called classes that give us the ability to create in-memory objects in our applications.
- The **new** keyword is typically used to create an instance of a class.
- We refer to these **instances** of classes as **objects** of a specific class.
- This has already been shown to you while working with arrays: consider the declaration of this int(eger) array.

```
int [] scores = new int[5];
```

- The statement above creates a reference, *scores*, of type integer array, as a **new** instance of an array class whose length is 5.

P.S. Strings, our intro into the world of objects, aren't required to follow this convention, but they can:

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


Objects: Null is a Lack of Initialization

- If a reference type is declared without an Initialization expression, its value will be **null**.

```
int[] scores;
```

- This state is difficult to simulate with the two reference types we have discussed up until now.
- We will discuss **null** and the Null Reference Exception in more detail in later lectures.

Objects: Arrays

Let's consider Arrays in the context of objects.

- Arrays have a length **property**: myArray.**length**
- Arrays also have **methods**: myArray.**equals()**

```
boolean arraysEqual = myStringArray.equals(myOtherArray);  
System.out.println(arraysEqual );
```

To access an object's properties or methods we use the dot operator as observed above. Methods are followed by a set of parentheses.

Why would we use **.equals()** instead of **==** ?

Break!

Objects: Strings

Like all objects, strings also have methods. We've seen some, some are new:

method	use
length()	Returns how many characters are in the string
substring()	Returns a certain part of the string
indexOf()	Returns the index of a search string
charAt()	Returns the <code>char</code> from a specified index
contains()	Returns <code>true</code> if the string contains the search string
	And many more... Oracle Java Docs String Reference

This is just a partial list, to access an object's properties or methods we use the dot (.) operator, aka period. All Methods are referred to using a set of parentheses, properties are not.

Strings: Strings are Immutable

Let's look at the substring method, `substring(int start, int end)` will return the characters from the string in the specified range:

```
String myString = "Pure Philly";  
System.out.println(myString.substring(0, 6));  
System.out.println(myString);
```

```
> Pure P  
> _____?
```

- What is the value of `myString` after this code has run?

Strings: Strings are Immutable

Let's look at the same example, but print out the original String instead.

```
String myString = "Pure Philly";  
myString.substring(0, 6);  
System.out.println(myString);  
> Pure Philly
```

- Strings are **immutable**, once created they cannot be changed, although they may be assigned new values. In other words **the result of the substring() method has no bearing on the original String.**
- The only way to capture the new String value returned by substring() method for subsequent process is assigning the result of substring() to a new String object using the = operator.

Strings: mutability through assignment

Here is one way to get around this immutable nature of strings:

```
String myString = "Pure Philly";  
myString = myString.substring(0, 6);  
System.out.println(myString);  
> Pure P
```

Strings: length method

Unlike arrays, the length of a string is found using a method. We know `String.length()` is a method because of the presence of parenthesis.

```
String myString = "Pure Philly";  
int myStringLength = myString.length();  
System.out.println(myStringLength);  
> 13
```

- Note that `length()` needs no parameters, nothing goes inside the parenthesis.
- The method's return type is an integer and we can assign it to an integer if desired.

Strings: charAt method

The charAt method for a string returns the character at a given index. The index on a String is like the index of an Array, it starts at zero.

```
String myString = "Pure Philly";  
char myChar = myString.charAt(1);  
System.out.println(myChar);  
> u
```

- Note that charAt takes 1 parameter, the index number indicating the position of the character you want to extract from the String.
- The method's return value is of type char.

Strings: indexOf method

The indexOf method returns the starting position of a character **or** String.

```
String myString = "Pure Philly";  
int position = myString.indexOf('u');  
int anotherPosition = myString.indexOf("Phi");  
  
System.out.println(position);  
System.out.println(anotherPosition);  
  
> 1  
> 5
```

- Note that indexOf takes one parameter, what you're searching for.
- The method's return is an integer, if nothing is found it will return a -1. If there are multiple matches, it will return the index corresponding the **first one**.

Strings: substring method

The substring method returns part of a larger string.

```
String myString = "Pure Philly";  
String mySubString = myString.substring(0, 6);  
System.out.println(mySubString);  
> Pure P
```

- Substring requires two parameters, the first is the starting point. The second parameter is a ***non-inclusive*** end point (more on this on the next slide).
- It returns a String, so you can assign the output to a String.

Strings: substring method

Just like with arrays, drawing a table of elements or position is a great way to visualize these concepts. Consider the following method call `substring(0, 6)`

0	1	2	3	4	5	6	7	8	9	10	11	12
P	u	r	e		P	h	i	l	l	y	a	n

↑
The first parameter is 0, it sets the start the new String at the 0th position.

↑
The second parameter is the stopping point. The stopping point (6th element) **is not** included in the final String.

The output is:
Pure P

Strings: Comparisons

The proper way to compare Strings is to use the equals() method.

```
String myString = "Pure Philly";  
String myOtherString = "Pure";  
myOtherString = myOtherString + " Philly";  
  
if (myString.equals(myOtherString)) {  
    System.out.println("match");  
    // What happens with == ?  
}
```

Do not use == to compare Strings!