**String:**

* Normally string is a collection of characters.
* In java we have String as a class with multiple methods.
* String is not a data type. It is a class or object.
* String has many methos inside that some of them are.
  + Length() 🡪 returns string length.
  + chatAt()🡪 returns the char at the specific index.
  + Concat() 🡪 merging two strings.
  + .equals() 🡪 comparing strings.
  + .equalsIgnoreCase() 🡪 compare them without case sencitive string.
  + indexOf() 🡪 return the first occurrence of the character at the string
  + lastIndexOf() 🡪 returns the last occurance of the character at the string.
  + startsWith() 🡪 checks the starting and returns in Boolean.
  + endsWith() 🡪 checks the ending and returns in Boolean.
  + Replace( ‘a’ , ‘z’) 🡪will replace all the a with z.
  + toUpperCase() 🡪 will convert all the characters in the string to uppercase.
  + toLowerCase() 🡪 will convert all the character in the string to lowercase.
  + substring(1,3) 🡪 return the character from the index 1 and before 3.
  + split() 🡪 It will split the string based on the constraint. If you give white space, it will show word by word.

**= = vs equals()**

* If two variables hold the same value, it will reflect in the memory for the first variable and the second memory will point the same address .
* This will happen in the stack memory.
* But in equals method it will compare the string.
* Equals method is from object class which compares the hash code but for string class it is overridden to compare the contents.
* Strings are immutable objects.

**String Buffer**

* Strings are immutable objects, but string buffers are mutable objects.
* All the methods in the string class can be used over here also.