28-06-2024

methods available in object class:-

1. HASHCODE :- hashcode()it returns object ID in integer.

2. CLONE :- It creates Duplicate objects. clone()

3. equals () :- It checks whether 2 objects are equal or not.

4. FINALIZE !- It is called by garbage collector creative collection of garbage data

5. GET class :- It returns class name.

6. toString () :- It returns object ID in Hexadecimal.

7. wait & notify :- Are used in inter-thread communication.

PATH :- This PC → New Volume (E:) → JAVA → example → src → example Programs_1 → src

→ package example;

public class hemant
{
    public static void main (String [] args)
    {
        String s1 = " good ";
        string s2 = "good";
        string s3 = new String ("good");
        String s4 = " Good";
        StringBuffer sb = new stringBuffer ("good");
        System. out .println (s1 == s2);
        System . out .println (s1 == s3);

```java
        System, out.println (s1.equals (s3))
        System.out.println (s1.equalsIgnoreCase (s4));
        System.out.println (s1.compareTo (s4));
        System.out.println (s1.compareTo (s3));
        System.out.println (s1.compareToIgnoreCase (s4));
        System.out.println (s1.matches (s3));
        System.out.println (s1.equals (sb));
        System.out.println (s1.contentEquals (sb));
        System.out.println (s1.regionMatches (1, s4, 1, 3));
        System.out.println (s1.regionMatches (0, s4, 0, 2));
        System.out.println (s1.regionMatches (true, 0, s4, 0, 0));
    }
}
```

O/P :-
-> True
-> False
-> True
-> True
-> 32
-> 0
-> 0
-> True
-> False

-> True
-> True
-> False
-> True