The Thing About Strings Part 1 Notes

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- Objects references use double equal to check if they point to the same object in memory

```
1    Object firstObject = new Object();
2    Object secondObject = new Object();
3
4    System.out.println(firstObject == secondObject); // <- Returns
     false
5
6    Object thirdObject = firstObject;
7
8    System.out.println(firstObject == thirdObject); // <- Returns true
9
```

Listing 1: lesson_01/Explore1.java

- String Literals are actually referring to the same object

```
1    String firstObject = "String";
2    String secondObject = "String";
3
4    System.out.println(firstObject == secondObject); // <- Returns
     true
5
```

Listing 2: lesson_01/Explore2.java

- String object that contains the same characters but point to different objects cannot use double equals

```
1    String firstObject = "String";
2    String secondObject = new String("String");
3
4    System.out.println(firstObject == secondObject); // <- Returns
     false
5
```

Listing 3: lesson_01/Explore3.java

- String Interning adds to the same pool where string literals live, so it returns the same reference

```
1    String firstObject = "String";
2    String secondObject = new String("String").intern();
3
4    System.out.println(firstObject == secondObject); // <- Returns
     true
5
```

Listing 4: lesson_01/Explore4.java

Notes:

- Files can be compiled and displayed by typing *javac Explore<NUMBER >.java && java Explore<NUMBER >* in terminal

  i.e.
  javac Explore1.java && java Explore1