

14 Strings, Characters and Regular Expressions

Objectives

In this chapter you'll:

- Create and manipulate immutable character-string objects of class `String`.
- Create and manipulate mutable character-string objects of class `StringBuilder`.
- Create and manipulate objects of class `Character`.
- Break a `String` object into tokens using `String` method `split`.
- Use regular expressions to validate `String` data entered into an application.

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