

What is a String in Java?

In Java, a **String** is an object that represents a sequence of characters. It is part of the `java.lang` package and is **immutable**, meaning once a String object is created, its value cannot be changed.

Real-Life Analogy:

Think of a **nameplate** outside a house:

- The name is fixed (immutable).
- If you want to change it, you replace the whole plate (create a new string).
- You can read letters from it, count them, or compare it with others.

Heap Memory & Non-Primitive Type Explained

The `String` is a class in Java, which means it is a non-primitive data type. Since it is a non-primitive data type, it resides in the heap memory.

Java String Pool Memory Allocation

If you declare any `String` without using the `new` keyword, that string will be stored in the **String Pool** (also known as the **intern pool**), which resides inside the **heap memory**.

Java String Pool vs `new` Keyword

Consider the **String Pool** in Java as a **special area inside the heap memory**, just like **7 RCR** (the Prime Minister's residence) is a special place within **Delhi**. Everyone lives in Delhi, but the PM lives at 7 RCR — a reserved and unique location. Similarly, the String Pool is a reserved part of the heap — **dedicated for storing unique String literals**.

String Literals and Reuse (Without `new` Keyword)

When you create a String like this:

```
String s1 = "hello";  
String s2 = "hello";
```

Java checks the **String Pool**. If `"hello"` already exists, **no new object is created**. Instead:

- `s1` points to memory address `2K`
- `s2` also points to the **same memory address** `2K`

✅ **Result:** One `"hello"` string in memory, **shared by both variables**. This avoids duplication — a clever memory optimization.

Creating String Objects with `new`

When you explicitly use the `new` keyword:

```
String s1 = new String("hello");  
String s2 = new String("hello");
```

- `s1` points to a new memory location, say `6K`
- `s2` points to a different location, say `12K`

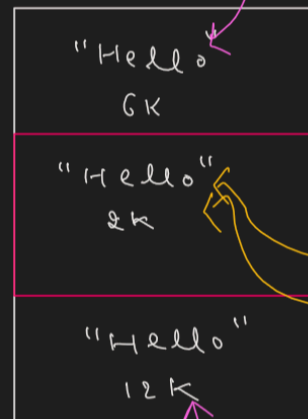
Even though both contain the same text `"hello"`, Java creates **separate objects** in the heap (outside the String Pool). So, **no memory optimization happens here**.

🔴 **Duplicate checking only applies to Strings in the String Pool**, not to objects created with `new`.

String pool (intern pool)

```
public class Main {  
    public static void main(String[] args) {  
  
        String s1 = "Hello";  
        String s2 = "Hello";  
  
        String s3 = new String("Hello");  
        String s4 = new String("Hello");  
    }  
}
```

String
pool



Heap
memory

Call
Stack

```
String s1 = "Hello"; // string pool  
String s2 = "Hello"; // string pool  
String s3 = new String("Hello");  
String s4 = new String("Hello");  
System.out.println(s1); // toString() method called  
System.out.println(s1 == s2); // comparing address => true  
System.out.println(s3 == s4); // comparing address => false  
System.out.println(s3 == s1); // comparing address => false
```

Finding Length of a String

```
int[] arr = new int[7];  
System.out.println(arr.length); // variable -> attribute  
System.out.println(s1.length()); // method
```

+ String Concatenation in Java

Concatenation means combining two or more strings into one.

What Happens When You Modify a String in Java?

The moment you make any change inside a string, a **copy of this string will be formed outside of the pool**, and then the change will happen.

If you have made any change — like **concatenation** — on a string, it will be **outside of the pool**, and a **new address will be allocated** to that string.

Accessing Characters in a String

The `charAt(int index)` method in Java is used to **retrieve a specific character** from a string, based on its **index**.

```
String s = "akarsh";
System.out.println(s.length());
System.out.println(s.charAt(4));
System.out.println(s.charAt(s.length()-1));
```

Checking if Two Strings Are Equal in Java

```
public class Main {
    public static void main(String[] args) {
        String s1 = "Akarsh";
        String s2 = new String("Akarsh");
        System.out.println(s1.equals(s2));
        System.out.println(equals(s1, s2));
    }

    public static boolean equals(String s1, String s2) {
        if (s1 == s2) {
            return true;
        }
        if (s1.length() != s2.length()) {
            return false;
        }
        for (int i = 0; i < s1.length(); i++) {
            if (s1.charAt(i) != s2.charAt(i)) {
                return false;
            }
        }
        return true;
    }
}
```

`compareTo()` in Java — Comparing Strings Lexicographically

It is used to compare two strings lexicographically (i.e., dictionary order).

```
int result = string1.compareTo(string2);
```

Return Values:

- `0` → if both strings are **equal**
- `< 0` → if `string1` comes **before** `string2`
- `> 0` → if `string1` comes **after** `string2`

shinchan sheero

i > e \Rightarrow shinchan

compareTo

Return $\begin{cases} 0 \\ +ve \\ -ve \end{cases} \Rightarrow \begin{cases} \text{same } (s1 == s2) \\ s1 < s2 \\ s1 > s2 \end{cases}$

ankit ankita \Rightarrow $s1.length() - s2.length() \Rightarrow 1$

```
public class Main {
    public static void main(String[] args) {
        String s1 = "shinchan";
        String s2 = "sheero";
        System.out.println(s1.compareTo(s2));
        // -ve s1<s2 | +ve s1>s2 | 0 s1==s2

        String s3 = "ankita";
        String s4 = "ankit";
        System.out.println(s3.compareTo(s4));

        System.out.println(compareTo(s1, s2));
        System.out.println(compareTo(s3, s4));
    }

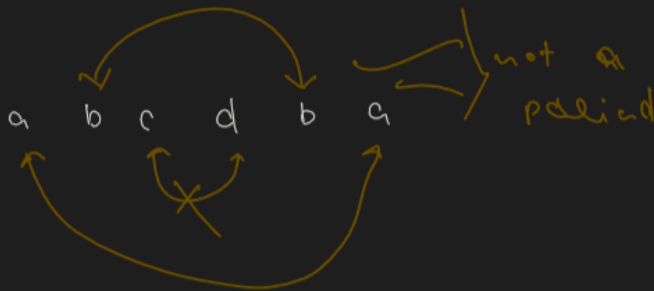
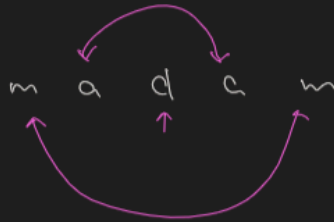
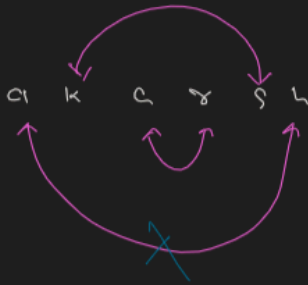
    public static int compareTo(String s1, String s2) {
        if (s1 == s2) {
            return 0;
        }
        int n = Math.min(s1.length(), s2.length());
        for (int i = 0; i < n; i++) {
            if (s1.charAt(i) != s2.charAt(i)) {
                return s1.charAt(i) - s2.charAt(i);
            }
        }
        return s1.length() - s2.length();
    }
}
```

Check if a String is a Palindrome

check if a string is palindrome

str → "madam"
↓ reverse
"madam" → same
↓
pal → ✓

str → "akexl"
↓ reverse
"lxeksa" → not same
↓
pal → ✗



```
public class Main {  
    public static void main(String[] args) {  
        String s = "madam";  
        System.out.println(isPalindrome(s));  
    }  
  
    public static boolean isPalindrome(String s) {  
        int i = 0;  
        int j = s.length() - 1;  
        while (i < j) {  
            if (s.charAt(i) != s.charAt(j)) {  
                return false;  
            }  
            i++;  
            j--;  
        }  
        return true;  
    }  
}
```

What is a Substring?

A substring is a contiguous sequence of characters within a string.

For example, in the word "akarsh", "kar", "ak", and "sh" are substrings.

Substring

It is a contiguous sequence of characters in a string

akarsh

a		k		a		r		s		h
a k		k a		a r		r s		s h		
a k a		k a r		a r s		r s h				
a k a r		k a r s		a r s h						
a k a r s		k a r s h								
a k a r s h										

substring()

This method is used to **extract a portion** of a string based on index values.

✓ Syntax:

`string.substring(startIndex)`

`string.substring(startIndex, endIndex)`

- **startIndex**: the **starting index** (inclusive)
- **endIndex**: the **ending index** (exclusive)
- Indexing starts at **0**

```
public class Main {
    public static void main(String[] args) {
        String str = "akarsh";

        // Substring from index 1 to the end
        String part1 = str.substring(1); // Starts from 'k' at index 1
        System.out.println(part1); // Output: karsh

        // Substring between index 1 and 4
        String part2 = str.substring(1, 4); // From index 1 to 3 (4 is excluded)
        System.out.println(part2); // Output: kar

        // Last 3 characters
        String part3 = str.substring(str.length()-3); // len is 6, so starts at
index 3
        System.out.println(part3); // Output: rsh

        // String errorExample = str.substring(0, 10); // str has only 6
characters
        // System.out.println(errorExample); // StringIndexOutOfBoundsException
    }
}
```

✓ Print All Substrings

Print all substrings

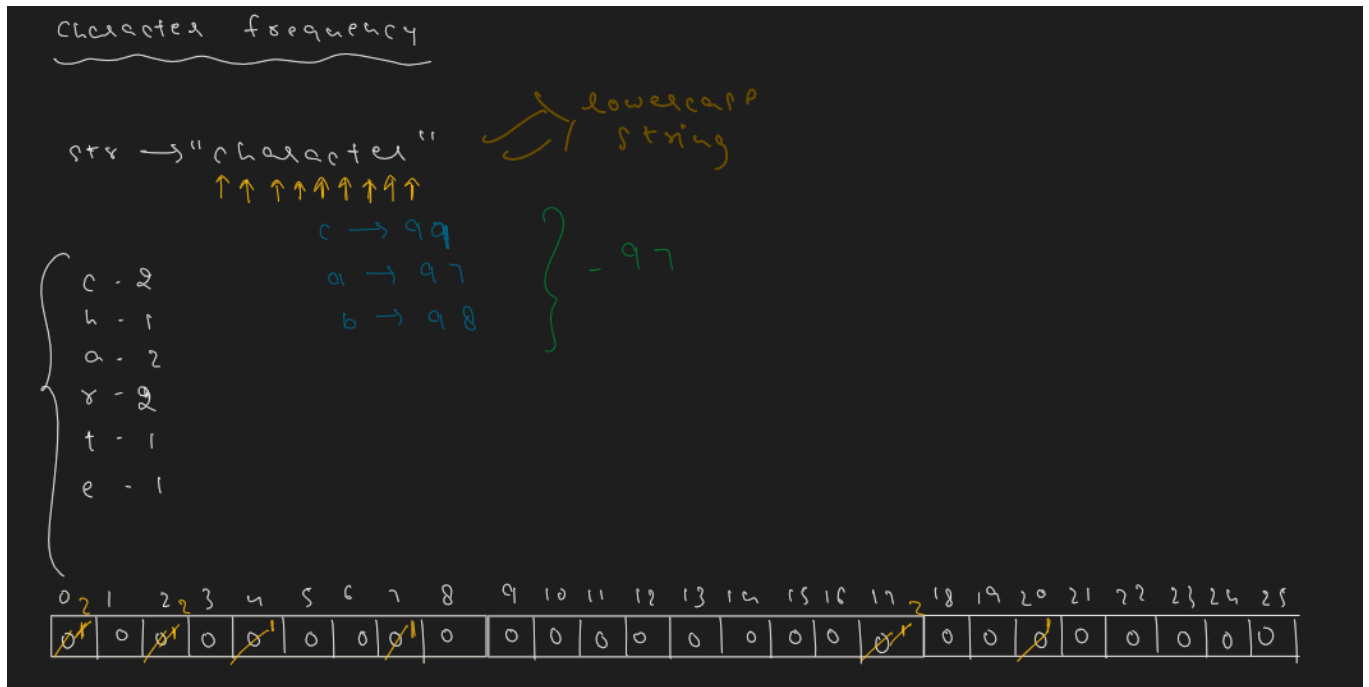
0-1 a 1-2 k 2-3 a 3-4 x 4-5 s 5-6 h
0-2 a k 1-3 k a 2-4 a x 3-5 x s 4-6 s h
0-3 a k a 1-4 k a x 2-5 a x s 3-6 x s h
0-4 a k a x 1-5 k a x s 2-6 a x s h
0-5 a k a x s 1-6 k a x s h
0-6 a k a x s h

```
for (int i = 0; i < n; i++)  
{  
    for (int j = i + 1; j <= n; j++)  
    {  
        substring(i, j);  
    }  
}
```

→ [0 - n - 1] ⇒ [0, 1, 2, 3, 4, 5]
→ [0 - n] ⇒ [0, 1, 2, 3, 4, 5, 6]

```
public class Main {  
    public static void main(String[] args) {  
        String str = "akarsh";  
        printAllSubstrings(str);  
    }  
  
    public static void printAllSubstrings(String str) {  
        for (int i = 0; i < str.length(); i++) {  
            for (int j = i + 1; j <= str.length(); j++) {  
                System.out.println(str.substring(i, j));  
            }  
        }  
    }  
}
```


Character Frequency Counter in a String



```
public class Main {  
    public static void main(String[] args) {  
        String s = "akarsh";  
        int[] freq = new int[26];  
        for (int i = 0; i < s.length(); i++) {  
            int idx = s.charAt(i) - 97; // s.charAt(i) - 'a';  
            freq[idx] = freq[idx] + 1;  
        }  
  
        for (int i = 0; i < freq.length; i++) {  
            if (freq[i] != 0) {  
                char ch = (char) (97 + i); // (char) ('a' + i);  
                System.out.println(ch + " -> " + freq[i]);  
            }  
        }  
    }  
}
```

🎯 First Unique Character in a String

<https://leetcode.com/problems/first-unique-character-in-a-string/>

```
class Solution {  
    public int firstUniqChar(String s) {  
        int[] freq = new int[26];  
        for (int i = 0; i < s.length(); i++) {  
            int idx = s.charAt(i) - 97;  
            freq[idx] = freq[idx] + 1;  
        }  
  
        for (int i = 0; i < s.length(); i++) {  
            int idx = s.charAt(i) - 97;  
            if (freq[idx] == 1) {  
                return i;  
            }  
        }  
    }  
}
```

```
        }  
    }  
    return -1;  
}  
}
```