Notes – 9/25/15

String is a Class:  
A Class  
- Model of something or idea  
-Template/Prototype – “Cookie Cutter”  
-Type  
-Data and behavior

String name; //declaring name of type String

name = “Jeff”;

or

name = new String(“Jeff”);

char c = name.charAt(1);

the period ^^^ is the dot operator

int l = name.length();