

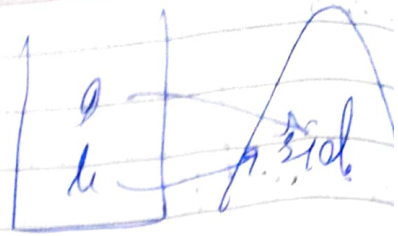
Strings

String name = "Siddhant"
Datatype, Ref. value Object

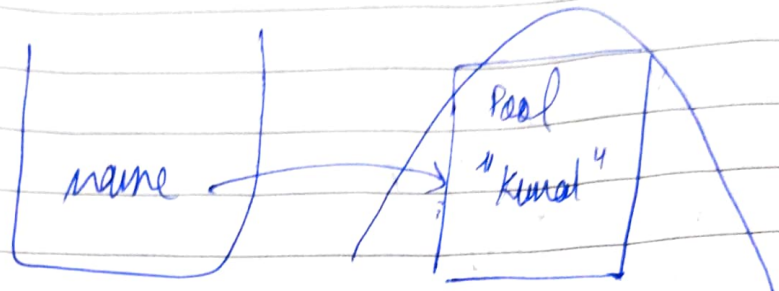
String is a class

String a = "Sid"

String b = "sid"



String Pool



Pool is a special memory structure in the heap.

Immutability

Strings are immutable in Java. Objects can't be changed. A new object has to be created.

Comparison of Strings →

① == method

Compares

Returning true if ref variables are pointing to the same object.

How to create diff objects of same value →

— using the 'new' keyword.

```
String a = new String ("Sid")
String b = new String ("Sid")
```

`a == b` // false.

— When you only need to check value, use `.equals` method.

— In strings → Although it's an array, we can use

```
name [0] // Wrong
```

```
name.charAt(0) // Right
```

— `Println` calls `valueOf` method which calls `toString` method.

```
Scout (new int[] {1, 3, 5})
```

→ obj `IA@3c45ee0`.

— prints actual string representation of the object. Using `HashCode` @ & some random string.

— This is not beneficial to us.

— So we use the `toString` method available in arrays.

```
Scout (Arrays.toString (new int[] {1, 3, 5}))
```

→ obj `[1, 3, 5]`.

— Integer num = new Integer (56)

```
Scout (num.toString());
```

Or `Scout (num);`

→ Using a wrapper class which has a method `toString`.

float a = 453.1234f;

system.out.printf("Formatted no. is %0.2f", a);

Placeholder till 2 decimal places

→ o/p 453.12

if a = 453.1274f;

→ o/p 453.13 // rounding off.

Placeholders →

%c	Character
%d	Decimal No.
%e	Exponential floating point No.
%f	Floating point No.
%i	Integer
%o	Octal No.
%s	String
%u	Unsigned decimal (integer) no.
%x	Hexadecimal No.
%t	Date/Time
%n	New line.

→ cout ('a' + 'b') // 195
cout ("a" + "b"); // 196

→ quotation overloading of '+'

→ `cout ('a' + 3);` // 100.

→ `cout ("a" + 3);` // a2

— when an integer is contacted to string, the int is converted into its wrapper class Integer which calls toString function.

— the operator '+' is only applied to primitives & when one of the operands is a string.

→ `cout (new Integer (56) + new ArrayList<>());`
→ error.

→ `cout (new Integer (56) + " " + new ArrayList<>());`
→ 56[]

* String Builders

Let `string = " "`

① `string = " " + 'a' = 'a'`

② `string = "a" + "b" = "ab"`

`"ab" + "c" = "abc"`

— `String` is created by a new object of `String` created every time (since strings are immutable)

— we need a datatype that'll allow us to modify it.

— String Builder.

is for

one.

`String Builder builder = new String Builder();`