String-->

* predefined class in java belongs to java.lang package
* it represents group/collection of characters
* In String class following methods are override

1. to String() --> instead of printing string representation of object it will print value stored inside the string object

2. equals () ---> override

3. hash Code()

* We can create String class object in two ways:-

1. By using new keyword

---> object will be stored in non constant pool

---> by using this we can have duplicate object also

2. by using literal ---> object will be stored in String constant pool(inside heap)

---> By using this we can create only unique object inside the pool