**Strings in java - 1**

**Q1. What is a String in java?**

**Ans.** Any collection of character enclosed with in inside (“ ”) are consider as Strings in java.

**Q2. Types of String in java are?**

**Ans**. There are two types of Strings in java

1. Immutable String
2. Mutable String

**Q3. In how many ways can you create String objects in java?**

**Ans**. We can create the strings in mutable and immutable ways , and also we can create like this too. If string is create with the use of new keyword it will store in a heap memory also outside from String constant pool and if string is create without new keyword will store in string constant pool.

1. String brand = “pwskill”;
2. StringBuilder brand1 = new StringBuilder (“pwskill”);

**Q4. What is a String constant pool?**

**Ans.** As we know when we create an String object, it will store in a heap memory and in heap memory some specific region is allocate for storing the string called as String Constant Pool. In SCP a duplicate value is not allowed , so that if we create a two string variable which having a same “value”, then only one object will create for both Strings variable, because Duplicate is not allowed in SCP. They both having a difference reference variable but having same referring object.

**Q5. What do you mean by mutable and immutable objects?**

**Ans. Mutable object-** Mutable means “Changeable” means if we create any string and after that we want to add or append something in existing string , that will add successfully. For creating mutable string we use StringBuilder & StringBuffer type too.

**Immutable String:-** Immutable means non – changeable. In this type of string if we want to concat anything on a existing string will not work, it will create other object and then store the concatenation result. Changes are not allowed in this string type

**Q6. Where exactly is the String Constant Pool located in the memory?**

**Ans.** In a heap memory.