Class diagram of String

string

- value char []
- hash int
- serialVersionUID long
- serialPersistentFields ObjectStreamField[]
- + String(String):String
- + checkBounds()
- + length():int
- + isEmpty():boolean
- + charAt(int):char
- + codePointAt(int):int
- + codePointBefore(int):int
- + codePointCount(int,int):int
- + offsetByCodePoints(int,int):int
- + getChars(char,int):void
- + getBytes(int ,int,byte[],int):void
- + equals(object):boolean
- + contentEquals(StringBuffer):boolean
- nonSyncContentEquals(AbstractStringBuilder):boolean
- + contentEquals(charSequence):boolean
- + equalsIgnoreCase(String):boolean
- + compareTo(String):int
- + compareToIgnoreCase(String):int
- + regionMatches(int,String,int):boolean
- + startsWith(String,int):boolean
- + endsWith(String):boolean
- + hashCode():int
- + indexOf(int):int
- indexOfSupplementary(int,int):int
- + lastIndexOf(int):int
- + indexOf(String):int
- + substring(int):string
- + subsequence(int,int):charSequence
- + concat(String):String
- + replace(char,char):String
- + matches(String):boolean
- + contains(CharSequence):boolean
- + replaceFirst(String,String):String
- + replaceAll(String,String):String
- + replace(CharSequence,CharSequence):String
- + split(String,int):String
- + join(CharSequence,Charsequence):String

Class Diagram of System class

System

- in InputStream
- out PrintStream
- err PrintStream
- -security SecurityManager
- cons volatile Console
- lineSeparator String
- registerNatives():void
- + setIn(InputStream):void
- + setOut(PrintStream):void
- + setErr(PrintStream):void
- + console():Console
- checkIO():void
- setIn0(InputStream):void
- setOut0(PrintStream):void
- setErrO(PrintStream):void
- + setSecurityManager(SecurityManager):void
- setSecurityManager0(SecurityManager):void
- + getSecurityManager():SecurityManager
- + currentTimeMillis():long
- + nanoTime():long
- + arraycopy(object,int,object,int,int):void
- + identityHashCode(object):int
- initProperties(Properties):Properties
- + getProperties():Properties
- + lineSeparator():String
- + setProperties(Properties):void
- + getProperty(String):String
- + setProperty(Properties):void
- + clearProperty(String):String
- checkKey(String):void
- + getenv(String):String
- + exit(int):void
- + gc():void
- + runFinalization():void
- + runFinalizersOnExit(boolean):void
- + load(String):void
- + loadLibrary(String):void