

String object:

- String is a built-in class available in java.
- A string is a collection of characters.
- Simplest method for creating a string is `String str1="Java program";`
- Variable of type object are called as reference.
- String object is referred to as a literal.
- References are used for holding or pointing objects.
- String literal is taken in " ".
- Keyword `new` is taken to create an object in heap.
- Constructors are methods or functions used for creating string object.
- There are three types of constructors:
 - `String(char [])`.
Array of characters is taken and is converted into string.
 - `String(byte [])`.
Array of bytes is taken and is converted into a string.
 - `String(string)`.
A string literal is taken in this method.
New string is created using this method.
- Java maintains a pool of string constants.
- Whenever `new` is applied the object is created in heap memory and the memory occupied by the object literal is in pool.
- When same literal is used java does not create another object.
- When `new` is applied the object in pool may or may not be created.
- String objects are immutable/ they cannot be modified.

```
import java.lang.*;

public class Stringlec5 {

    public static void main(String[] args) {

        System.out.println("FOR STRINGS");
        String str1="Java Program";
        System.out.println(str1);
        String str2=new String("JAVA");
        System.out.println(str2);

        System.out.println("FOR CHARCTERS");
        char c[]={'H','e','l','l','o'};
        String str3=new String(c);
        System.out.println(str3);
        String str4=new String(c,1,3);
//HERE 1 MEANS STARTING INDEX AND 3 MEANS HOW MANY CHAR SHOULD DISPLAY(0P IS ell)
        System.out.println(str4);

        System.out.println("FOR BYTES");
        byte b[]={65,66,67,68};
        String str5=new String(b);
        System.out.println(str5);
        String str6=new String(b,1,2);
        System.out.println(str6);

        System.out.println("FOR SEEING THE SPECALITY OF NEW");
        String str7="Java";
        String str8="Java";
        String str9=new String("Java");
        System.out.println(str7==str8);
        System.out.println(str7==str9);
    }
}
```

```
G:\CODING\JAVA\JavaCodes>java Stringlec5
FOR STRINGS
Java Program
JAVA
FOR CHARCTERS
Hello
ell
FOR BYTES
ABCD
BC
FOR SEEING THE SPECALITY OF NEW
true
false
```