

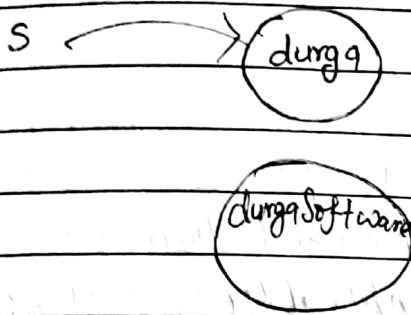
Java Interview Question :-

Page No.:

1) String, StringBuffer and StringBuilder :-

String

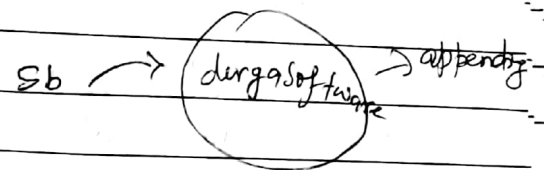
- ① String is a immutable object
- ```
String s = new String("durga");
s.concat("software");
s.op(s) → durga ✓
```



→ Once we create a String object, we can't perform any changes in the existing objects. If we are trying to perform any changes with those changes, a new String object will be created. This non-changeable nature is nothing but immutability of the String object.

#### StringBuffer

- ① StringBuffer is mutable object.
- ```
StringBuffer sb = new StringBuffer("durga");  
sb.append("software");  
s.op(sb); → durga software
```



→ Once we create a StringBuffer object, we can perform any types of changes in the existing object. This changeable is nothing but mutability of the StringBuffer object.

Note :-

- ① If the content is fixed and won't change frequently then we should go for String.
- ② If the content is not fixed and keep on changing but Thread Safety is required, then we should go for StringBuffer.
- ③ If the content is not fixed and keep on changing and thread safety is not required then we should go for StringBuilder.

⇒ String Builder is exactly same as StringBuffer (including methods and Constructors) except the following differences

StringBuffer

String Builder

- | | |
|--|-------------------------------------|
| ① Every method is Synchronized | ① Every Non-Synchronized |
| ② Thread Safe | ② Not Thread Safe. |
| ③ Introduced Performance is low | ③ performance is fast |
| ④ Introduced in 1.0 v. | ④ Introduced in 1.5 v |

Q2) Diff b/w Interface and Abstract class :-

Interface

Abstract class

- | | |
|---|--|
| ① If we don't know anything about the implementation just we have requirement specification then we should go for Interface. | ② If we are talking about implementation but not completely (partially) implement then we should go for Abstract class. |
| ② Every method is always public and abstract whether we are declaring or not. Hence, Interface is also considered as 100% pure Abstract class. | ② Every method present in abstract class need not be public and abstract. In addition to abstract methods, we can take concrete method also. |
| ③ We can't declare interface method with the following modifiers :-
✓ public method → private, protected
Abstract → final, static, Synchronized, native, Strictfp. | ③ There are no restriction on Abstract class method modifier. |
| ④ Every variable present inside interface is always public, static and final whether we are declaring or not. | ④ The variable present inside Abstract class need not be public, static and final. |