

L. D. COLLEGE OF ENGINEERING
Computer Engineering

Java - Assignment 3 (Array & String & Final)

- (1) How JAVA has represented Array via an Object? Explain in detail along with a program with output which should illustrate this concept clearly alongwith the description of those classes which Java uses to represent array via Object at runtime.
- (2) Define array. Explain the 3 ways to create 1-D and 2-D array in Java with proper example.
- (3) Define String. How Java has made String class immutable? Explain in detail with proper partial code/ syntax.
- (4) What are the operations that you can not perform on String class Object and due to which this class is immutable?
- (5) Can you make your own class immutable? If yes, then explain this concept along with proper running program.
- (6) What is difference between String and StringBuilder class? List out atleast 7 different types of differences.
- (7) List out various methods of String and StringBuilder class that we used frequently and explain use of each with proper syntax, return types. Write a small running program to illustrate uses of each method. You can write separate program for each method or a single program explaining uses of each method. Mention atleast 5 methods from each.
- (8) What are differences in below 2 different ways of making String class object? Explain this concept in detail.
 - a) String s = "HELLO";
 - b) String s = new String ("HELLO");
- (9) Explain final keyword in detail for class, member function, data member (class and local level), and constructor. Write small running program to explain each concept.

Note: Q.9 answer should include concept of blank final variable in its above respective portion of explanation along with running program.