

## Arrays and Strings

- Arrays and Strings are objects
- they are specific and compiler knows about it (you can't create your own String with the same functionality)

## Arrays

- An array is a **container object** that holds a fixed number of values of a single type.
- The length of an array is established when the array is created.
- After creation, its length is fixed.
- Each item in an array is called an element, and each element is accessed by its numerical index.
- Numbering begins with 0.

## Examples

```
int[] anArray = new int[10];           // operator new
int[] anArray = {0, 1, 2, 3};          // the shortcut syntax
void main(String... args){}            // varargs
```

```
Object[] objArray = {new Object(), "1", 2};
```

Array of objects is an array of references.

**Multidimensional array** is an array whose components are themselves arrays.

```
String[][] names = {
    {"Mr. ", "Mrs. ", "Ms. "},
    {"Smith", "Jones"}
};
```

# Strings

```
public final class String implements java.io.Serializable, Comparable<String>, CharSequence{  
    /** The value is used for character storage. */  
    private final char value[];  
    ...  
}
```

- The String class represents character strings.
- All string literals in Java programs, such as "abc", are implemented as instances of this class.
- Strings are constant; their values cannot be changed after they are created.
- String buffers support mutable strings.

## **String creation**

`String str = "abc";` //autoboxing? no. It is a syntactic sugar.

//is equivalent to:

```
char data[] = {'a', 'b', 'c'};
```

```
String str = new String(data);
```

## **Strings comparison**

equals

## String pool

```
public native String intern();
```

When the *intern* method is invoked, if the pool already contains a string equal to this String object as determined by the `equals(Object)` method, then the string from the pool is returned.

Otherwise, this String object is added to the pool and a reference to this String object is returned.

`native` marks a method, that it will be implemented in other languages, not in Java.