

Theory: String

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§1. The String type

`String` is a reference type consisting of characters. It is one of the most widely used types in Java. Here is an example of a string: `"Hello, Java"`. This string is a sequence of 11 characters, including one space.

This type has some features:

- **immutable type**: it's impossible to change a character in a string;
- it has methods for getting individual characters and extracting substrings;
- individual characters can be accessed by indexes, the first character has the index `0`, the last one – the length of the string – `1`;
- non-primitive type.

§2. Creating strings

A string literal is surrounded by a pair of double quotes, for instance:

```
1 String simpleString = "It is a simple string"; // a simple string
2 System.out.println(simpleString); // it prints "It is a simple string"
3
4
String anotherString = "This is\na multiple\nstring"; // a string with escape sequences
5
System.out.println(anotherString); // it prints the result in several lines
```

A string can represent a long character sequence (text). A string can have one or zero characters.

```
1
String strangeText = "aaaaaaaaaasssssssssssss  gggggggggggggggggggg  dddddddddd  qq
qqqq  ffff";
2
3 String emptyString = "";
4
5 String s = "s"; // a string consisting of one character
```

A string can be `null`. It means no value assigned.

```
1 String nullString = null; // it is null
```

Another way to create a variable of `String` is by using the keyword `new`.

```
1 String str = new String("my-string"); // it creates an object and assigns it to the variable
```

§3. Get the length and characters of a string

Any string has two useful methods:

- `length()` returns the number of characters in the string;
- `charAt(int index)` returns a character by its index;

Here is an example:

Current topic:

String Stage 2 ...

Topic depends on:

- ✓ Characters Stage 1 ...
- ✓ Calling a method Stage 2 ...

Topic is required for:

- Processing strings Stage 2 ...
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- Final variables ...
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```

1 String s = "Hi, all";
2
3 int len = s.length(); // the len is 7
4
5 char theFirstChar = s.charAt(0); // 'H' has the index 0
6
7 char theFifthChar = s.charAt(4); // 'a' has the index 4
8
9 char theLastChar = s.charAt(s.length() - 1); // 'l' has the index 6

```

You can easily get a character of a string by the index, but you can't change characters because strings are immutable in Java.

§4. Useful methods of strings

The standard library of Java provides a lot of useful methods for processing strings:

- `isEmpty()` returns `true` if the string is empty, otherwise - `false`;
- `toUpperCase()` returns a new string in uppercase;
- `toLowerCase()` returns a new string in lowercase;
- `startsWith(prefix)` returns `true` if the string starts with the given string prefix, otherwise, `false`;
- `endsWith(suffix)` returns `true` if the string ends with the given string suffix, otherwise, `false`.
- `contains(...)` returns `true` if the string contains the given string or character;
- `substring(beginIndex, endIndex)` returns a substring of the string in the range: `beginIndex`, `endIndex - 1`;
- `replace(old, new)` returns a new string obtained by replacing all occurrences of `old` with `new` that can be chars or strings.
- `trim()` returns a copy of the string obtained by omitting the leading and trailing whitespace. Note that whitespace includes not only space character, but mostly everything that looks empty: tab, carriage return, newline character, etc.

See the following example to better understand these methods:

```

1 String text = "The simple text string";
2
3 boolean empty = text.isEmpty(); // false
4
5 String textInUpperCase = text.toUpperCase(); // "THE SIMPLE TEXT STRING"
6
7 boolean startsWith = textInUpperCase.startsWith("THE"); // true
8
9 /* replace all space characters with empty strings */
1
0
String noSpaces = textInUpperCase.replace(" ", ""); // "THESIMPLETEXTSTRING"
1
1
1
1
2 String textWithWhitespaces = "\t text with whitespaces  !\n \t";
1
3
1
4
String trimmedText = textWithWhitespaces.trim(); // "text with whitespaces  !"

```

To learn more about different methods and arguments you can check out the [documentation](#).

§5. Exceptions when processing strings

When working with strings, there can be several exceptions.

1. `NullPointerException`. If a string is `null` and you call a method of the string, it throws `NullPointerException`.

```
1 String s = null;
2 int length = s.length(); // it throws NullPointerException
```

2. `StringIndexOutOfBoundsException`. If you try to access a non-existing character by an index then this exception occurs.

```
1 String s = "ab";
2
char c = s.charAt(2); // it throws StringIndexOutOfBoundsException because indexing starts with 0
```

We will consider how to handle different types of exceptions later.

§6. Concatenating strings

Two strings can be concatenated using the "+" operator or the `concat` method. Both approaches lead to the same results.

```
1 String firstName = "John";
2 String lastName = "Smith";
3
4 // concatenation using the "+" operator
5 String fullName1 = firstName + " " + lastName; // "John Smith"
6
7 // concatenation using the concat method
8 String fullName2 = firstName.concat(" ").concat(lastName); // "John Smith"
```

When we concatenate two strings a new string is created (because strings are immutable).

Important: in the general case `str1 + str2` is not the same as `str2 + str1` because the concatenation is not a commutative operation.

§7. Appending values to a string

It's possible to add values of different types to a string. The value will be automatically converted to a string. See an example below.

```
1 String str = "str" + 10 + false; // the result is "str10false"
```

In the example above, the order of execution is:

1. `"str" + 10 => "str10"`
2. `"str10" + false = "str10false"`

Let's see a more complex example:

```
1 String shortString = "str";
2 int number = 100;
3
4 String result1 = shortString + number + 50; // the result is "str10050"
5 String result2 = number + 50 + shortString; // what is the result2?
```

The `result2` is `150str`, because, first, we calculate a sum of `number` and `50` and then `concat` it with `str`. The order of operations is important.

§8. How to compare strings correctly?

Since `String` is a reference type you shouldn't compare strings using `==` or `!=` operators. In this case, only addresses will be compared, but not actual values.

`String` has two convenient methods for comparing the equivalence of the actual content of one string with the content of another string: `equals(other)` and `equalsIgnoreCase(other)`. See an example below.

```
1 String first = "first";
2 String second = "second";
3
4 String anotherFirst = "first";
5 String secondInUpperCase = "SECOND";
6
7
System.out.println(first.equals(second)); // false, the strings have different values
8
System.out.println(first.equals(anotherFirst)); // true, the strings have the same value
9
10
System.out.println(second.equals(secondInUpperCase)); // false, the strings have different cases
11
12
System.out.println(second.equalsIgnoreCase(secondInUpperCase)); // true, it ignores cases
```

Do not forget the rules when comparing strings.

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