



JVM Performance

String Pool





String Literal



```
String s = "Hello World";
```





Non Literal String

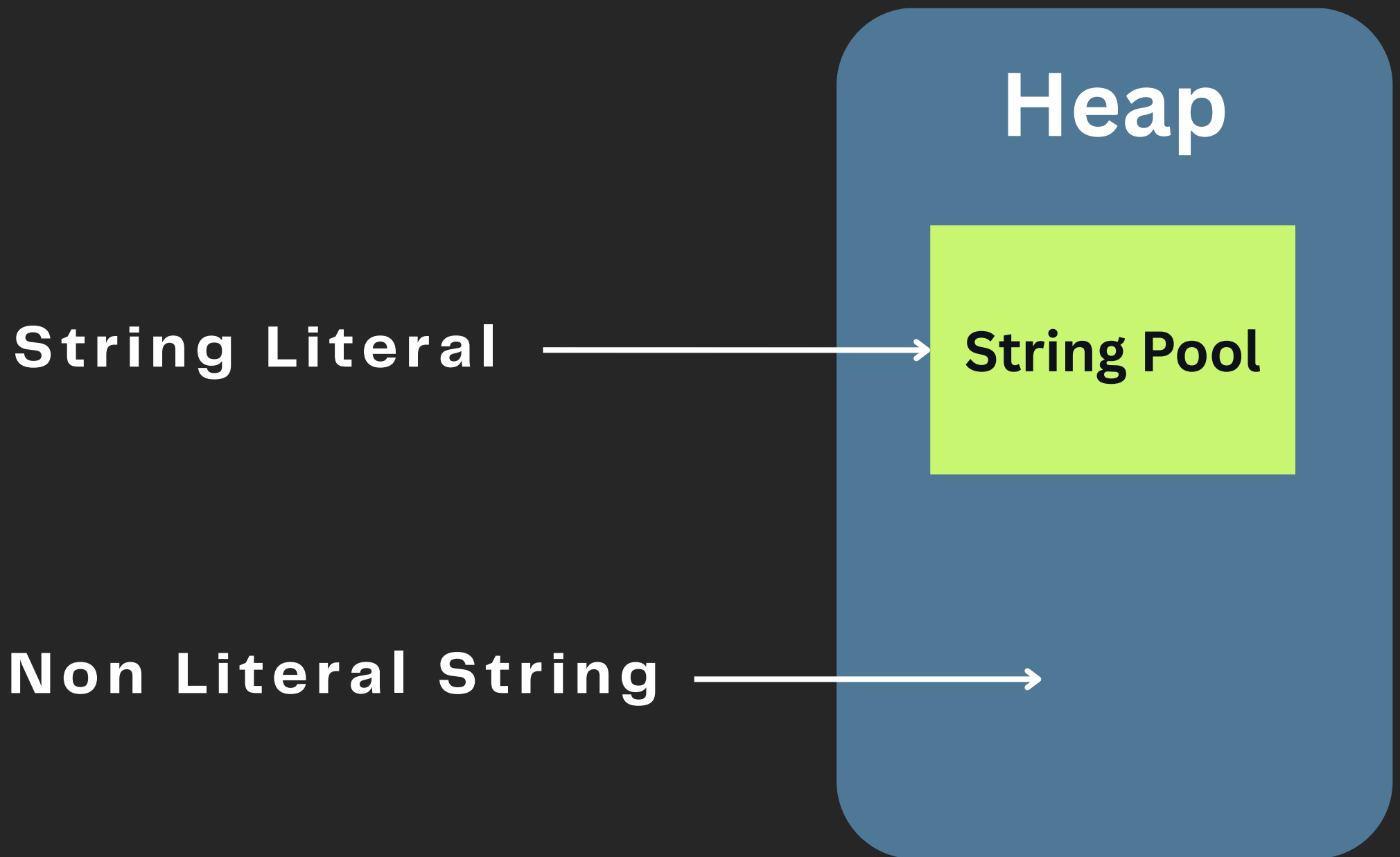


```
String s = new String ("Hello World");
```

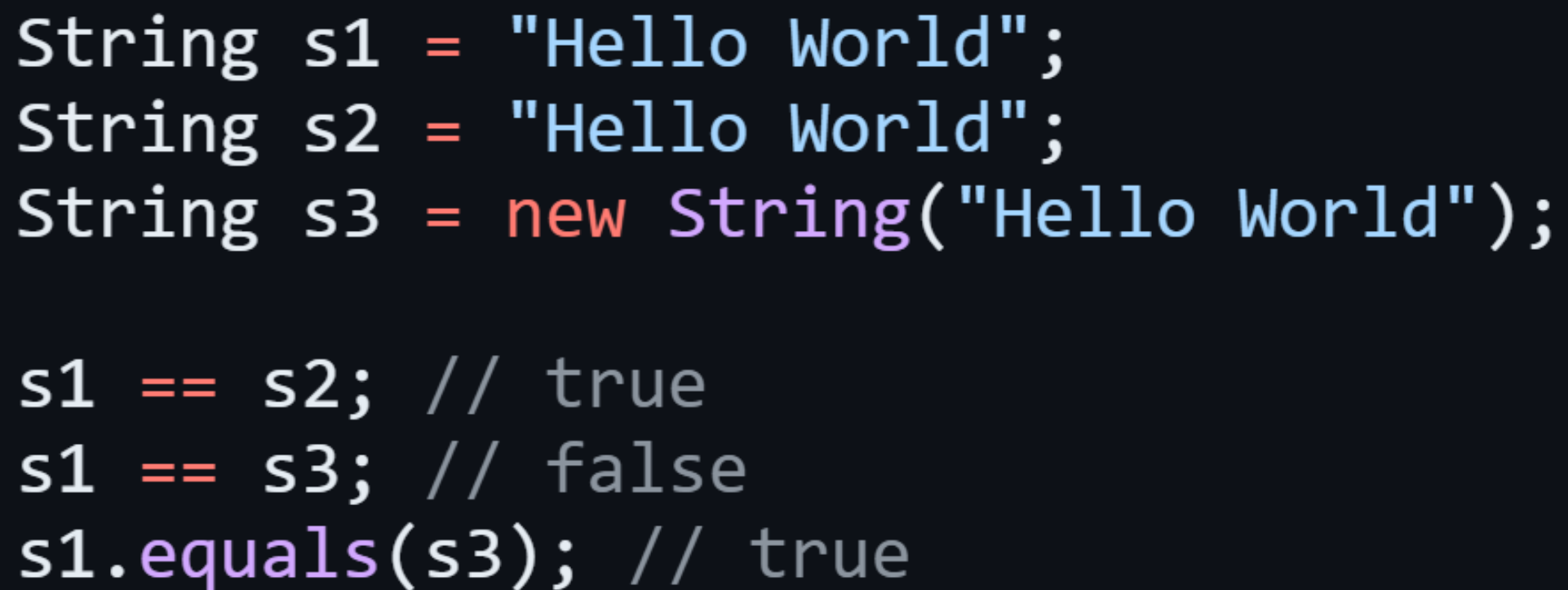




String Pool



Equality



```
String s1 = "Hello World";  
String s2 = "Hello World";  
String s3 = new String("Hello World");  
  
s1 == s2; // true  
s1 == s3; // false  
s1.equals(s3); // true
```