



JVM Performance

String Pool





String Literal



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





Non Literal String

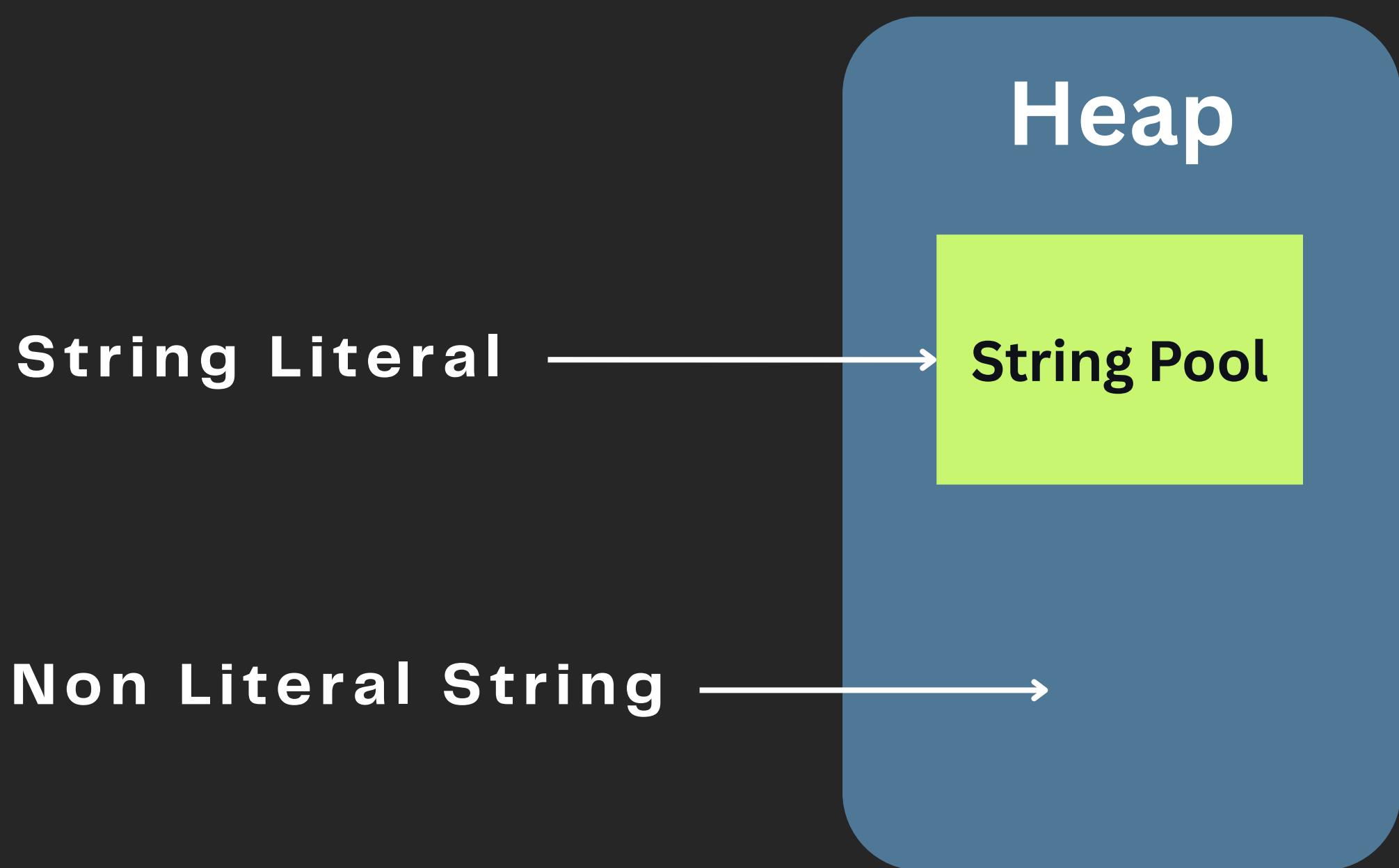


```
String s = new String ("Hello World");
```





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
```