

Topic: “Strings in Java”

Strings In Java

- What is a String?

- ❑ `String` is a sequence of characters represented in double quotes(“”).
- ❑ The Java platform provides the `String` class to create and manipulate strings
- ❑ String objects are immutable!
 - ✓ - That means once a string object is created it cannot be altered. For mutable string, one can use **StringBuffer** and **StringBuilder** classes.
 - ✓ - Normally objects in java are created using `new` keyword e.g.

```
String name;  
Name= new String("abcd");
```

OR

```
String name = new String ("abcd");
```

✓ However String objects can also be created “implicitly”

```
String name;  
Name = "abcd";
```

- ✓ The String class is defined in **Java.lang** package.
- ✓ To use String as mutable, use StringBuffer class.

Dynamic Initialization of Strings:

```
BufferedReader br = new BufferedReader( new InputStreamReader(System.in));  
String city = br.readLine();
```

```
Scanner sc = new Scanner(System.in);  
String state = sc.nextLine();  
String state1 = sc.next();
```

String Concatenation:

- Java String can be concatenated using '+' operator.

```
String firstName = "name";
```

```
String lastName = "last";
```

```
System.out.println(firstName + " " + lastName);
```

String of Arrays:

- An array of String can also be created..

```
String cities [] = new String[5];
```

- Which will create an array of Cities of size 5 o hold String constants.

String Indexes:

The 12 characters in the **String** “Java is fun” have indexes 0 to 11.

String	J	a	v	a		i	s		f	u	n	.
Index	0	1	2	3	4	5	6	7	8	9	10	11

String Methods:

- The `String` class contains many useful methods for string - processing applications.
- A `String` method is called by writing `String` object, a dot, the name of the method and a pair of parentheses to enclose any arguments.
- If a `String` method returns a value, then it can be placed anywhere that a value of its type can be used...

```
String greeting = "Hello";  
int count = greeting.length();  
System.out.println("Length is " + count);
```

- Always count from zero when referring to the position or index of a character in a `String`.

- **charAt()**. Returns the character at the specific index(position).
- **compareTo()**. Compares two **Strings** lexicographically.
- **concat()**. Append a **String** to the end of another **String**.
- **contains()**. Checks whether a **String** contains a sequence of characters.
- **equals()**. Compares two **Strings**. Return true if the **Strings** are equal , and false if not.
- **indexOf()**. Returns the position of the first found occurrence of specified characters in a **String**.