Strings
& their Methods

Subset of the Supplement Lesson slides from: Building Java Programs, Chapter 3.3 & 4.3
by Stuart Reges and Marty Stepp (http://www.buildingjavaprograms.com/) & thanks to Ms Martin.

Let's review the Types of Variables we have used:

Primitive Types:

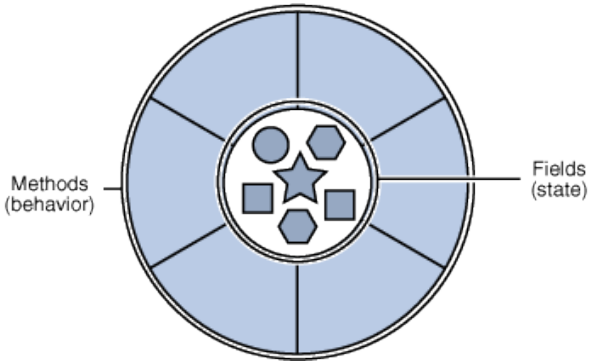
```
int name = <value>; // create an Integer
double name = <value>; // create an Double – real numbers
char name = '<single character>'; // create a single character
boolean name = true;  // creates a Boolean of true or false.
```

Object Type:

```
String name = "<series of characters>"; // creates a String of char's
```

Objects

- **object:** An entity that contains data and behavior.
  - *data*: variables inside the object
  - *behavior*: methods inside the object
    - You interact with the methods; the data is hidden in the object.



- Constructing (creating) an object:

```
Type objectName = new Type(parameters);
```

- Calling an object's method:

```
objectName.methodName(parameters);
```

Strings

- **string**: An object storing a sequence of text characters.
  - Unlike most other objects, a `String` is not created with `new`.

```
String name = "text";
String name = expression;
```

  - Examples:

```
String name = "Marla Singer";

int x = 3;
int y = 5;
String point = "(" + x + ", " + y + ")";
```

Indexes

- Characters of a string are numbered with 0-based *indexes*:

```
String name = "R. Kelly";
```

index	0	1	2	3	4	5	6	7
character	R	.		K	e	l	l	y

  - First character's index : 0
  - Last character's index : 1 less than the string's length

  - The individual characters are values of type `char` (seen later)

`String` methods

Method name	Description
`indexOf(`**`str`**`)`	index where the start of the given string appears in this string (-1 if not found)
`length()`	number of characters in this string

`substring(`**`index1`**`, `**`index2`**`)`
or
`substring(`**`index1`**`)`
	the characters in this string from *index1* (inclusive) to *index2* (exclusive);
	if *index2* is omitted, grabs till end of string

`toLowerCase()`	a new string with all lowercase letters
`toUpperCase()`	a new string with all uppercase letters

- These methods are called using the dot notation:

```
String gangsta = "Dr. Dre";
System.out.println(gangsta.length());    // 7
```

String method examples

```
// index      012345678901
String s1 = "Stuart Reges";
String s2 = "Marty Stepp";

System.out.println(s1.length());          // 12
System.out.println(s1.indexOf("e"));      // 8
System.out.println(s1.substring(7, 10)); // "Reg"

String s3 = s2.substring(1, 7);
System.out.println(s3.toLowerCase());     // "arty s"
```

- Given the following string:

```
// index        012345678901234567890
String book = "Building Java Programs";
```

  - How would you extract the word "Java" ?

Modifying strings

- Methods like `substring` and `toLowerCase` build and return a new string, rather than modifying the current string.

```
String s = "lil bow wow";
s.toUpperCase();
System.out.println(s);   // lil bow wow
```

- To modify a variable's value, you must reassign it:

```
String s = "lil bow wow";
s = s.toUpperCase();
System.out.println(s);   // LIL BOW WOW
```

Strings as user input

- `Scanner`'s `next` method reads a word of input as a `String`.

```
Scanner console = new Scanner(System.in);
System.out.print("What is your name? ");
String name = console.next();
name = name.toUpperCase();
System.out.println(name + " has " + name.length() +
    " letters and starts with " + name.substring(0, 1));
```

Output:

```
What is your name? Chamillionaire
Chamillionaire has 14 letters and starts with C
```

- The `nextLine` method reads a line of input as a `String`.

```
System.out.print("What is your address? ");
String address = console.nextLine();
```

Strings question

- Write a program that outputs a person's "gangsta name."
  - first initial
  - *Diddy*
  - last name (all caps)
  - first name
  - *-izzle*

Example Output:

```
Type your name, playa: Marge Simpson
Your gangsta name is "M. Diddy SIMPSON Marge-izzle"
```

Strings answer

```
// This program prints your "gangsta" name.
import java.util.*;

public class GangstaName {
    public static void main(String[] args) {
        Scanner console = new Scanner(System.in);
        System.out.print("Type your name, playa: ");
        String name = console.nextLine();

        // split name into first/last name and initials
        String first = name.substring(0, name.indexOf(" "));
        String last = name.substring(name.indexOf(" ") + 1);
        last = last.toUpperCase();
        String fInitial = first.substring(0, 1);

        System.out.println("Your gangsta name is \"" + fInitial +
                ". Diddy " + last + " " + first + "-izzle\"");
    }
}
```

Comparing strings

- Relational operators such as < and == fail on objects.

```
Scanner console = new Scanner(System.in);
System.out.print("What is your name? ");
String name = console.next();
if (name == "Barney") {
    System.out.println("I love you, you love me,");
    System.out.println("We're a happy family!");
}
```

  - This code will compile, but it will not print the song.

  - == compares objects by *references* (seen later), so it often gives `false` even when two `String`s have the same letters.

The `equals` method

- Objects are compared using a method named `equals`.

```
Scanner console = new Scanner(System.in);
System.out.print("What is your name? ");
String name = console.next();
if (name.equals("Barney")) {
    System.out.println("I love you, you love me,");
    System.out.println("We're a happy family!");
}
```

  - Technically this is a method that returns a value of type `boolean`, the type used in logical tests.

`String` test methods

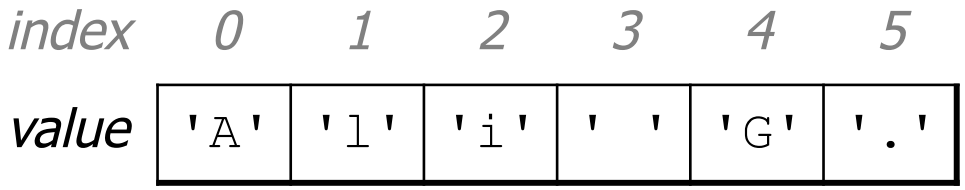
Method	Description
`equals(`**str**`)`	whether two strings contain the same characters
`equalsIgnoreCase(`**str**`)`	whether two strings contain the same characters, ignoring upper vs. lower case
`startsWith(`**str**`)`	whether one contains other's characters at start
`endsWith(`**str**`)`	whether one contains other's characters at end
`contains(`**str**`)`	whether the given string is found within this one

```
String name = console.next();
if (name.startsWith("Prof")) {
    System.out.println("When are your office hours?");
} else if (name.equalsIgnoreCase("STUART")) {
    System.out.println("Let's talk about meta!");
}
```

Type `char`

- **`char`** : A primitive type representing single characters.
  - A `String` is stored internally as an array of `char`

```
String s = "Ali G.";
```



  - It is legal to have variables, parameters, returns of type `char`
    - surrounded with apostrophes: `'a'` or `'4'` or `'\n'` or `'\''`

```
char letter = 'P';
System.out.println(letter);                 // P
System.out.println(letter + " Diddy");      // P Diddy
```

The `charAt` method

- The `char`s in a `String` can be accessed using the `charAt` method.
  - accepts an `int` index parameter and returns the `char` at that index

```
String food = "cookie";
char firstLetter = food.charAt(0);   // 'c'
System.out.println(firstLetter + " is for " + food);
```

- You can use a `for` loop to print or examine each character.

```
String major = "CSE";
for (int i = 0; i < major.length(); i++) {     // output:
    char c = major.charAt(i);                  // C
    System.out.println(c);                     // S
}                                              // E
```

Comparing `char` values

- You can compare `char`s with `==`, `!=`, and other operators:

```
String word = console.next();
char last = word.charAt(word.length() - 1);
if (last == 's') {
    System.out.println(word + " is plural.");
}

// prints the alphabet
for (char c = 'a'; c <= 'z'; c++) {
    System.out.print(c);
}
```

`char` vs. `int`

- Each `char` is mapped to an integer value internally
  - Called an **ASCII value**

`'A'` is 65	`'B'` is 66	`' '` is 32
`'a'` is 97	`'b'` is 98	`'*'` is 42

  - Mixing `char` and `int` causes automatic conversion to `int`.

    `'a' + 10` is 107, `'A' + 'A'` is 130

  - To convert an `int` into the equivalent `char`, type-cast it.

    `(char) ('a' + 2)` is `'c'`

char vs. String

- `"h"` is a `String`, but `'h'` is a `char` (they are different)
- A `String` is an object; it contains methods.

```
String s = "h";
s = s.toUpperCase();          // "H"
int len = s.length();         //  1
char first = s.charAt(0);     // 'H'
```

- A `char` is primitive; you can't call methods on it.

```
char c = 'h';
c = c.toUpperCase();                 // ERROR
s = s.charAt(0).toUpperCase();       // ERROR
```

  - What is `s + 1`? What is `c + 1`?
  - What is `s + s`? What is `c + c`?