Chapters 4, 10 Strings

Character Data Type

char letter = 'A'; (ASCII)

char numChar = '4'; (ASCII)

char letter = '\u0041'; (Unicode)

char numChar = '\u0034'; (Unicode)

NOTE: The increment and decrement operators can also be used on char variables to get the next or preceding Unicode character. For example, the following statements display character b.

```
char ch = 'a';
System.out.println(++ch);
```

Escape Sequences for Special Characters

Escape Sequence	*Name*	*Unicode Code*	*Decimal Value*
`\b`	Backspace	`\u0008`	8
`\t`	Tab	`\u0009`	9
`\n`	Linefeed	`\u000A`	10
`\f`	Formfeed	`\u000C`	12
`\r`	Carriage Return	`\u000D`	13
`\\`	Backslash	`\u005C`	92
`\"`	Double Quote	`\u0022`	34

Casting between char and Numeric Types

```
int i = 'a'; // Same as int i = (int)'a';

char c = 97; // Same as char c = (char)97;
```

Comparing and Testing Characters

```
if (ch >= 'A' && ch <= 'Z')
  System.out.println(ch + " is an uppercase letter");
else if (ch >= 'a' && ch <= 'z')
  System.out.println(ch + " is a lowercase letter");
else if (ch >= '0' && ch <= '9')
  System.out.println(ch + " is a numeric character");
```

Methods in the Character Class

Method	Description
`isDigit(ch)`	Returns true if the specified character is a digit.
`isLetter(ch)`	Returns true if the specified character is a letter.
`isLetterOfDigit(ch)`	Returns true if the specified character is a letter or digit.
`isLowerCase(ch)`	Returns true if the specified character is a lowercase letter.
`isUpperCase(ch)`	Returns true if the specified character is an uppercase letter.
`toLowerCase(ch)`	Returns the lowercase of the specified character.
`toUpperCase(ch)`	Returns the uppercase of the specified character.

The String Type

The char type only represents one character. To represent a string of characters, use the data type called String. For example,

```
String message = "Welcome to Java";
```

String is actually a predefined class in the Java library just like the System class and Scanner class. The String type is not a primitive type. It is known as a *reference type*. Any Java class can be used as a reference type for a variable. Reference data types will be thoroughly discussed in Chapter 9, “Objects and Classes.” For the time being, you just need to know how to declare a String variable, how to assign a string to the variable, how to concatenate strings, and to perform simple operations for strings.

Simple Methods for **String** Objects

Method	Description
`length()`	Returns the number of characters in this string.
`charAt(index)`	Returns the character at the specified index from this string.
`concat(s1)`	Returns a new string that concatenates this string with string s1.
`toUpperCase()`	Returns a new string with all letters in uppercase.
`toLowerCase()`	Returns a new string with all letters in lowercase.
`trim()`	Returns a new string with whitespace characters trimmed on both sides.

Simple Methods for **String** Objects

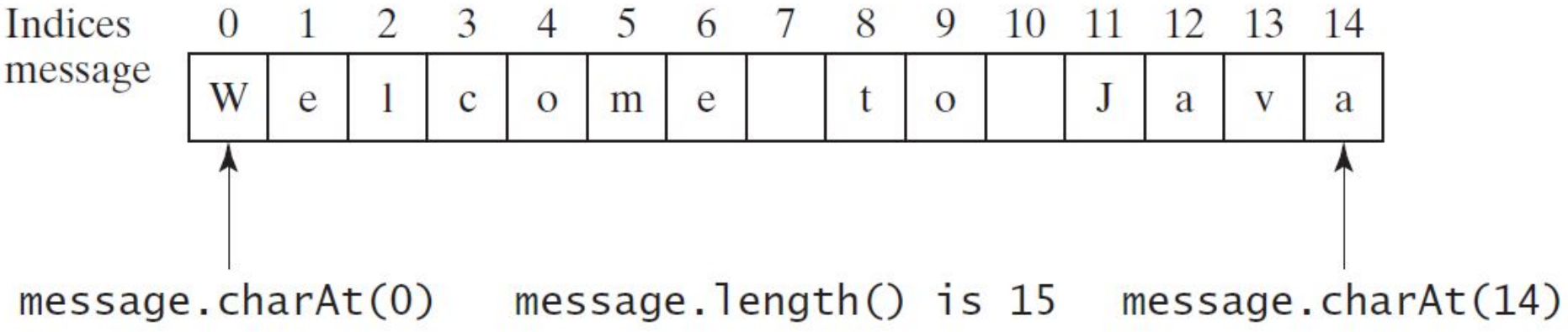
Strings are objects in Java. The methods in the preceding table can only be invoked from a specific string instance. For this reason, these methods are called *instance methods*. A non-instance method is called a *static method*. A static method can be invoked without using an object. All the methods defined in the **Math** class are static methods. They are not tied to a specific object instance. The syntax to invoke an instance method is

referenceVariable.methodName(arguments).

Getting String Length

```
String message = "Welcome to Java";
System.out.println("The length of " + message + " is "
  + message.length());
```

Getting Characters from a String



String message = **"Welcome to Java"**;

System.out.println(**"The first character in message is "**

+ message.charAt(0));

Converting Strings

"Welcome".toLowerCase() returns a new string, welcome.

"Welcome".toUpperCase() returns a new string, WELCOME.

" Welcome ".trim() returns a new string, Welcome.

String Concatenation

String s3 = s1.concat(s2); or String s3 = s1 + s2;

```
// Three strings are concatenated
String message = "Welcome " + "to " + "Java";

// String Chapter is concatenated with number 2
String s = "Chapter" + 2; // s becomes Chapter2

// String Supplement is concatenated with character B
String s1 = "Supplement" + 'B'; // s1 becomes SupplementB
```

Reading a String from the Console

```
Scanner input = new Scanner(System.in);
System.out.print("Enter three words separated by spaces: ");
String s1 = input.next();
String s2 = input.next();
String s3 = input.next();
System.out.println("s1 is " + s1);
System.out.println("s2 is " + s2);
System.out.println("s3 is " + s3);
```

Reading a Character from the Console

```
Scanner input = new Scanner(System.in);
System.out.print("Enter a character: ");
String s = input.nextLine();
char ch = s.charAt(0);
System.out.println("The character entered is " + ch);
```

Comparing Strings

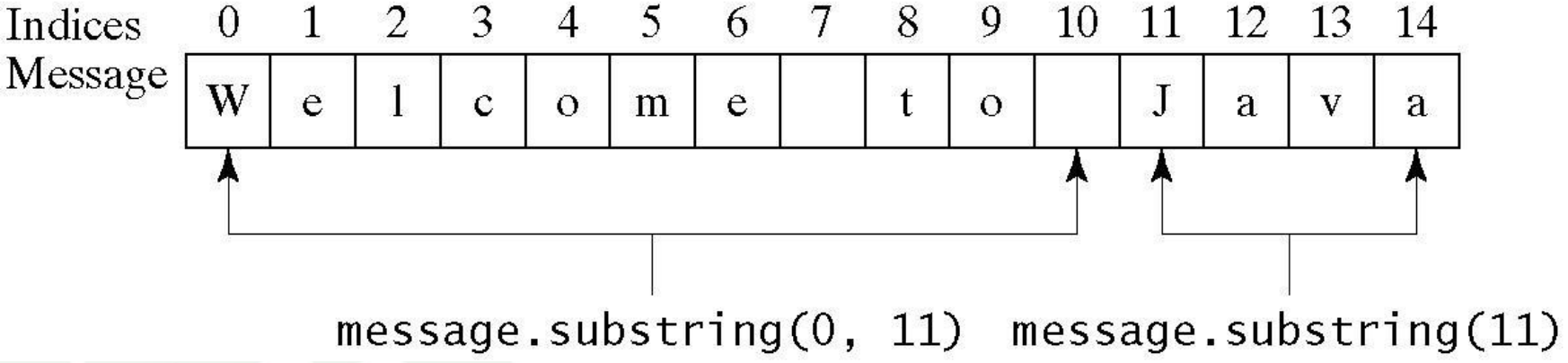
Method	Description
`equals(s1)`	Returns true if this string is equal to string `s1`.
`equalsIgnoreCase(s1)`	Returns true if this string is equal to string `s1`; it is case insensitive.
`compareTo(s1)`	Returns an integer greater than `0`, equal to `0`, or less than `0` to indicate whether this string is greater than, equal to, or less than `s1`.
`compareToIgnoreCase(s1)`	Same as `compareTo` except that the comparison is case insensitive.
`startsWith(prefix)`	Returns true if this string starts with the specified prefix.
`endsWith(suffix)`	Returns true if this string ends with the specified suffix.

OrderTwoCities Run

```
import java.util.Scanner;

public class OrderTwoCities {
  public static void main(String[] args) {
    Scanner input = new Scanner(System.in);

    // Prompt the user to enter two cities
    System.out.print("Enter the first city: ");
    String city1 = input.nextLine();
    System.out.print("Enter the second city: ");
    String city2 = input.nextLine();

    if (city1.compareTo(city2) < 0)
      System.out.println("The cities in alphabetical order are " +
        city1 + " " + city2);
    else
      System.out.println("The cities in alphabetical order are " +
        city2 + " " + city1);
  }
}
```

Obtaining Substrings

Method	Description
`substring(beginIndex)`	Returns this string's substring that begins with the character at the specified `beginIndex` and extends to the end of the string, as shown in Figure 4.2.
`substring(beginIndex, endIndex)`	Returns this string's substring that begins at the specified `beginIndex` and extends to the character at index `endIndex - 1`, as shown in Figure 9.6. Note that the character at `endIndex` is not part of the substring.

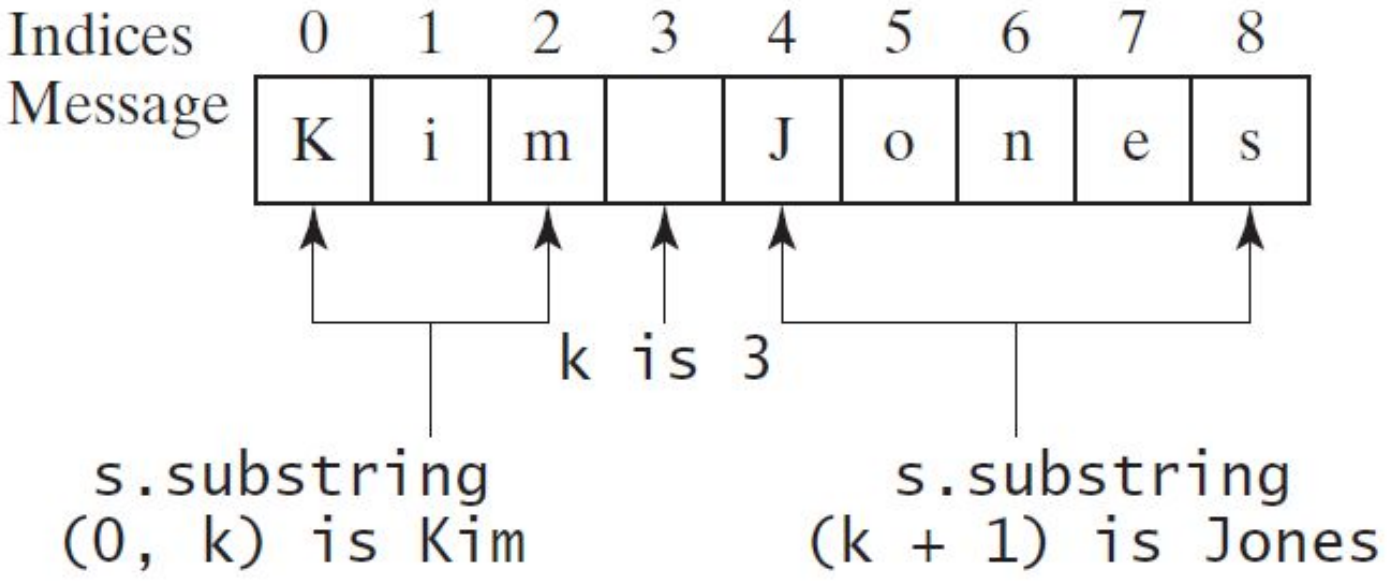


Finding a Character or a Substring in a String

Method	Description
`indexOf(ch)`	Returns the index of the first occurrence of `ch` in the string. Returns `-1` if not matched.
`indexOf(ch, fromIndex)`	Returns the index of the first occurrence of `ch` after `fromIndex` in the string. Returns `-1` if not matched.
`indexOf(s)`	Returns the index of the first occurrence of string `s` in this string. Returns `-1` if not matched.
`indexOf(s, fromIndex)`	Returns the index of the first occurrence of string `s` in this string after `fromIndex`. Returns `-1` if not matched.
`lastIndexOf(ch)`	Returns the index of the last occurrence of `ch` in the string. Returns `-1` if not matched.
`lastIndexOf(ch, fromIndex)`	Returns the index of the last occurrence of `ch` before `fromIndex` in this string. Returns `-1` if not matched.
`lastIndexOf(s)`	Returns the index of the last occurrence of string `s`. Returns `-1` if not matched.
`lastIndexOf(s, fromIndex)`	Returns the index of the last occurrence of string `s` before `fromIndex`. Returns `-1` if not matched.

Finding a Character or a Substring in a String

```
int k = s.indexOf(' ');
String firstName = s.substring(0, k);
String lastName = s.substring(k + 1);
```



Conversion between Strings and Numbers

```
int intValue = Integer.parseInt(intString);
double doubleValue = Double.parseDouble(doubleString);

String s = number + "";
```

Formatting Output

Use the printf statement.

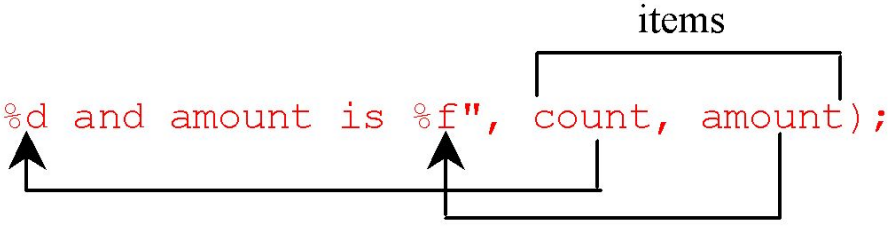
```
System.out.printf(format, items);
```

Where format is a string that may consist of substrings and format specifiers. A format specifier specifies how an item should be displayed. An item may be a numeric value, character, boolean value, or a string. Each specifier begins with a percent sign.

Frequently-Used Specifiers

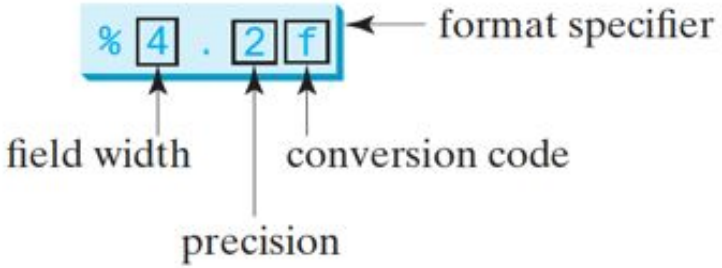
Specifier	Output	Example
%b	a boolean value	true or false
%c	a character	'a'
%d	a decimal integer	200
%f	a floating-point number	45.460000
%e	a number in standard scientific notation	4.556000e+01
%s	a string	"Java is cool"

```
int count = 5;
double amount = 45.56;
System.out.printf("count is %d and amount is %f", count, amount);


display              count is 5 and amount is 45.560000
```



Formatting Data types

```
double amount = 12618.98;
double interestRate = 0.0013;
double interest = amount * interestRate;
System.out.printf("Interest is $%4.2f",
  interest);
```



Format Specifier	*Output*	*Example*
%b	A Boolean value	True or false
%c	A character	'a'
%d	A decimal integer	200
%f	A floating-point number	45.460000
%e	A number in standard scientific notation	4.556000e+01
%s	A string	"Java is cool"

Formatting: widths

Example	*Output*
`%5c`	Output the character and add four spaces before the character item, because the width is 5.
`%6b`	Output the Boolean value and add one space before the false value and two spaces before the true value.
`%5d`	Output the integer item with width 5. If the number of digits in the item is < 5, add spaces before the number. If the number of digits in the item is > 5, the width is automatically increased.
`%10.2f`	Output the floating-point item with width 10 including a decimal point and two digits after the point. Thus, there are seven digits allocated before the decimal point. If the number of digits before the decimal point in the item is < 7, add spaces before the number. If the number of digits before the decimal point in the item is > 7, the width is automatically increased.
`%10.2e`	Output the floating-point item with width 10 including a decimal point, two digits after the point and the exponent part. If the displayed number in scientific notation has width < 10, add spaces before the number.
`%12s`	Output the string with width 12 characters. If the string item has fewer than 12 characters, add spaces before the string. If the string item has more than 12 characters, the width is automatically increased.

Formatting: comma, zeros

You can display a number with comma separators by adding a comma in front of a number specifier. For example, the following code

```
System.out.printf("%,8d %,10.1f\n", 12345678, 12345678.263);
```

displays

```
12,345,678 12,345,678.3
```

You can pad a number with leading zeros rather than spaces by adding a **0** in front of number specifier. For example, the following code

```
System.out.printf("%08d %08.1f\n", 1234, 5.63);
```

displays

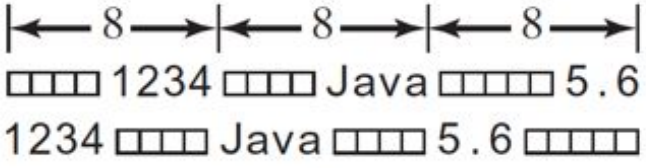
```
00001234 000005.6
```

Formatting: Justification

By default, the output is right justified. You can put the minus sign (-) in the format specifier to specify that the item is left justified in the output within the specified field. For example, the following statements

```
System.out.printf("%8d%8s%8.1f\n", 1234, "Java", 5.63);
System.out.printf("%-8d%-8s%-8.1f \n", 1234, "Java", 5.63);
```

display



Constructing Strings

String newString = new String(stringLiteral);

String message = new String("Welcome to Java");

Since strings are used frequently, Java provides a shorthand initializer for creating a string:

String message = "Welcome to Java";

Strings Are Immutable

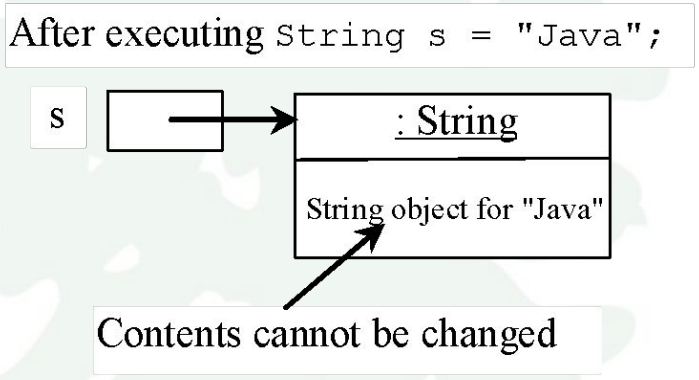
A String object is immutable; its contents cannot be changed. Does the following code change the contents of the string?

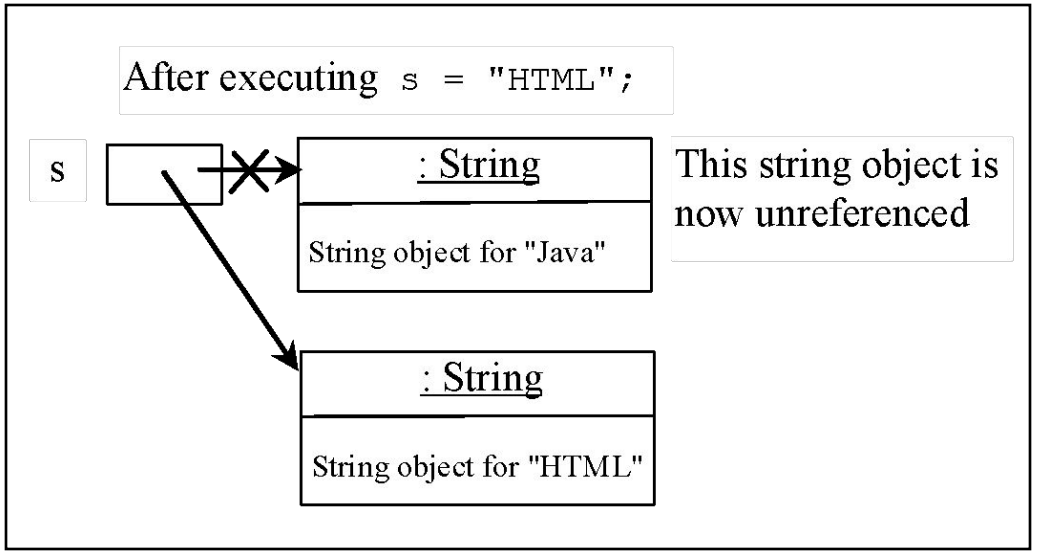
```
String s = "Java";
s = "HTML";
```

Trace Code

```
String s = "Java";
```

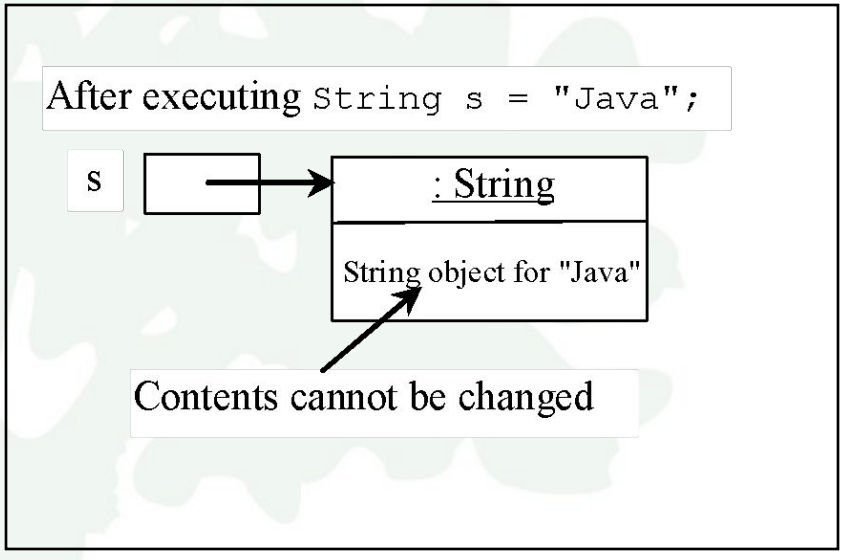
```
s = "HTML";
```

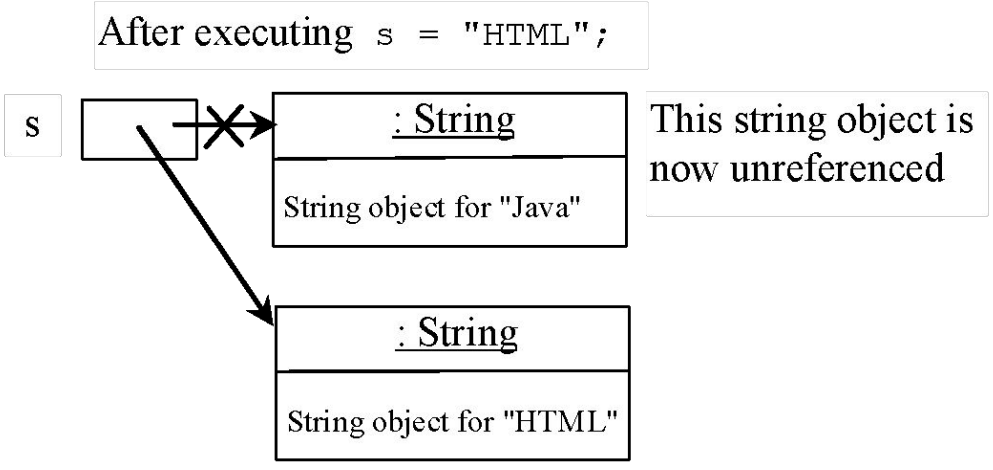




Trace Code

```
String s = "Java";
s = "HTML";
```



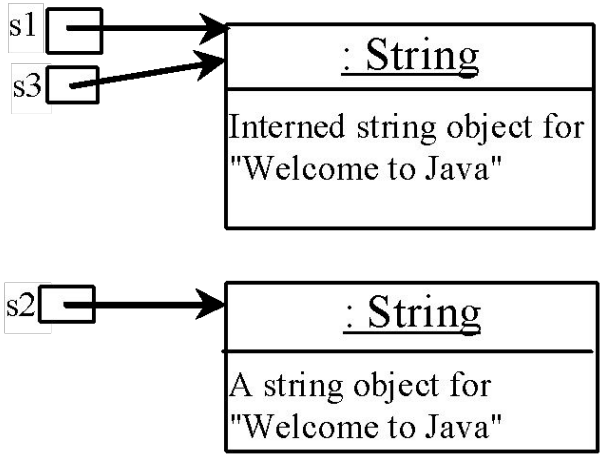


Interned Strings

Since strings are immutable and are frequently used, to improve efficiency and save memory, the JVM uses a unique instance for string literals with the same character sequence. Such an instance is called *interned*. For example, the following statements:

Examples

```
String s1 = "Welcome to Java";

String s2 = new String("Welcome to Java");

String s3 = "Welcome to Java";

System.out.println("s1 == s2 is " + (s1 == s2));
System.out.println("s1 == s3 is " + (s1 == s3));
```



display

s1 == s is false

s1 == s3 is true

A new object is created if you use the new operator.

If you use the string initializer, no new object is created if the interned object is already created.

Replacing and Splitting Strings

java.lang.String	
+replace(oldChar: char, newChar: char): String	Returns a new string that replaces all matching character in this string with the new character.
+replaceFirst(oldString: String, newString: String): String	Returns a new string that replaces the first matching substring in this string with the new substring.
+replaceAll(oldString: String, newString: String): String	Returns a new string that replace all matching substrings in this string with the new substring.
+split(delimiter: String): String[]	Returns an array of strings consisting of the substrings split by the delimiter.

Examples

"Welcome".replace('e', 'A') returns a new string, WAlcomA.

"Welcome".replaceFirst("e", "AB") returns a new string, WABlcome.

"Welcome".replace("e", "AB") returns a new string, WABlcomAB.

"Welcome".replace("el", "AB") returns a new string, WABcome.

Splitting a String

```
String[] tokens = "Java#HTML#Perl".split("#",0);
for (int i = 0; i < tokens.length; i++)
  System.out.print(tokens[i] + " ");
```

displays

Java HTML Perl

Matching, Replacing and Splitting by Patterns

You can match, replace, or split a string by specifying a pattern. This is an extremely useful and powerful feature, commonly known as *regular expression*. Regular expression is complex to beginning students. For this reason, two simple patterns are used in this section. Please refer to Supplement III.F, "Regular Expressions," for further studies.

```
"Java".matches("Java");
"Java".equals("Java");

"Java is fun".matches("Java.*");
"Java is cool".matches("Java.*");
```

Matching, Replacing and Splitting by Patterns

The replaceAll, replaceFirst, and split methods can be used with a regular expression. For example, the following statement returns a new string that replaces $, +, or # in "a+b$#c" by the string NNN.

```
String s = "a+b$#c".replaceAll("[$+#]", "NNN");
System.out.println(s);
```

Here the regular expression [$+#] specifies a pattern that matches $, +, or #. So, the output is aNNNbNNNNNNc.

Matching, Replacing and Splitting by Patterns

The following statement splits the string into an array of strings delimited by some punctuation marks.

```
String[] tokens = "Java,C?C#,C++".split("[.,:;?]");

for (int i = 0; i < tokens.length; i++)
  System.out.println(tokens[i]);
```

Convert Character and Numbers to Strings

The String class provides several static valueOf methods for converting a character, an array of characters, and numeric values to strings. These methods have the same name valueOf with different argument types char, char[], double, long, int, and float. For example, to convert a double value to a string, use String.valueOf(5.44). The return value is string consists of characters ‘5’, ‘.’, ‘4’, and ‘4’.

More on Strings

- String to chars
  - char[] chars = "Java".toCharArray();
- Formatting
  - String s = String.format("%7.2f%6d%-4s", 45.556, 14, "AB");
  - System.out.println(s);

`StringBuilder` and `StringBuffer`

The `StringBuilder/StringBuffer` class is an alternative to the `String` class. In general, a StringBuilder/StringBuffer can be used wherever a string is used. StringBuilder/StringBuffer is more flexible than String. You can add, insert, or append new contents into a string buffer, whereas the value of a String object is fixed once the string is created.

`StringBuilder` Constructors

java.lang.StringBuilder	
+StringBuilder()	Constructs an empty string builder with capacity 16.
+StringBuilder(capacity: int)	Constructs a string builder with the specified capacity.
+StringBuilder(s: String)	Constructs a string builder with the specified string.

Modifying Strings in the Builder

java.lang.StringBuilder	
+append(data: char[]): StringBuilder	Appends a char array into this string builder.
+append(data: char[], offset: int, len: int): StringBuilder	Appends a subarray in data into this string builder.
+append(v: *aPrimitiveType*): StringBuilder	Appends a primitive type value as a string to this builder.
+append(s: String): StringBuilder	Appends a string to this string builder.
+delete(startIndex: int, endIndex: int): StringBuilder	Deletes characters from startIndex to endIndex.
+deleteCharAt(index: int): StringBuilder	Deletes a character at the specified index.
+insert(index: int, data: char[], offset: int, len: int): StringBuilder	Inserts a subarray of the data in the array to the builder at the specified index.
+insert(offset: int, data: char[]): StringBuilder	Inserts data into this builder at the position offset.
+insert(offset: int, b: *aPrimitiveType*): StringBuilder	Inserts a value converted to a string into this builder.
+insert(offset: int, s: String): StringBuilder	Inserts a string into this builder at the position offset.
+replace(startIndex: int, endIndex: int, s: String): StringBuilder	Replaces the characters in this builder from startIndex to endIndex with the specified string.
+reverse(): StringBuilder	Reverses the characters in the builder.
+setCharAt(index: int, ch: char): void	Sets a new character at the specified index in this builder.

Examples

stringBuilder.append("Java");

stringBuilder.insert(11, "HTML and ");

stringBuilder.delete(8, 11) changes the builder to Welcome Java.

stringBuilder.deleteCharAt(8) changes the builder to Welcome o Java.

stringBuilder.reverse() changes the builder to avaJ ot emocleW.

stringBuilder.replace(11, 15, "HTML")
changes the builder to Welcome to HTML.

stringBuilder.setCharAt(0, 'w') sets the builder to welcome to Java.

The toString, capacity, length, setLength, and charAt Methods

java.lang.StringBuilder	
+toString(): String	Returns a string object from the string builder.
+capacity(): int	Returns the capacity of this string builder.
+charAt(index: int): char	Returns the character at the specified index.
+length(): int	Returns the number of characters in this builder.
+setLength(newLength: int): void	Sets a new length in this builder.
+substring(startIndex: int): String	Returns a substring starting at startIndex.
+substring(startIndex: int, endIndex: int): String	Returns a substring from startIndex to endIndex-1.
+trimToSize(): void	Reduces the storage size used for the string builder.

Problem: Checking Palindromes Ignoring Non-alphanumeric Characters

This example gives a program that counts the number of occurrence of each letter in a string. Assume the letters are not case-sensitive.

PalindromeIgnoreNonAlphanumeric

Run

Regular Expressions

A *regular expression* (abbreviated *regex*) is a string that describes a pattern for matching a set of strings. Regular expression is a powerful tool for string manipulations. You can use regular expressions for matching, replacing, and splitting strings.

Matching Strings

```
"Java".matches("Java");
"Java".equals("Java");

"Java is fun".matches("Java.*")
"Java is cool".matches("Java.*")
"Java is powerful".matches("Java.*")
```

Appendix H

Regular Expression Syntax

Regular Expression	*Matches*	*Example*
x	a specified character x	Java matches Java
.	any single character	Java matches J..a
(ab|cd)	ab or cd	ten matches t(en|im)
[abc]	a, b, or c	Java matches Ja[uvwx]a
[^abc]	any character except a, b, or c	Java matches Ja[^ars]a
[a-z]	a through z	Java matches [A-M]av[a-d]
[^a-z]	any character except a through z	Java matches Jav[^b-d]
[a-e[m-p]]	a through e or m through p	Java matches [A-G[I-M]]av[a-d]
[a-e&&[c-p]]	intersection of a-e with c-p	Java matches [A-P&&[I-M]]av[a-d]
\d	a digit, same as [0-9]	Java2 matches "Java[\\d]"
\D	a non-digit	$Java matches "[\\D][\\D]ava"
\w	a word character	Java1 matches "[\\w]ava[\\w]"
\W	a non-word character	$Java matches "[\\W][\\w]ava"
\s	a whitespace character	"Java 2" matches "Java\\s2"
\S	a non-whitespace char	Java matches "[\\S]ava"
*p**	zero or more occurrences of pattern *p*	aaaabb matches "a*bb" ababab matches "(ab)*"
p+	one or more occurrences of pattern *p*	a matches "a+b*" able matches "(ab)+.*"
p?	zero or one occurrence of pattern *p*	Java matches "J?Java" Java matches "J?ava"
p{n}	exactly n occurrences of pattern *p*	Java matches "Ja{1}.*" Java does not match ".{2}"
p{n,}	at least n occurrences of pattern *p*	aaaa matches "a{1,}" a does not match "a{2,}"
p{n,m}	between n and m occurrences (inclusive)	aaaa matches "a{1,9}" abb does not match "a{2,9}bb"

Replacing and Splitting Strings

java.lang.String	
+matches(regex: String): boolean	Returns true if this string matches the pattern.
+replaceAll(regex: String, replacement: String): String	Returns a new string that replaces all matching substrings with the replacement.
+replaceFirst(regex: String, replacement: String): String	Returns a new string that replaces the first matching substring with the replacement.
+split(regex: String): String[]	Returns an array of strings consisting of the substrings split by the matches.

Examples

```
String s = "Java Java Java".replaceAll("v\\w", "wi") ;

String s = "Java Java Java".replaceFirst("v\\w", "wi") ;

String[] s = "Java1HTML2Perl".split("\\d");
```