## Administrivia

- Comments on Homework 1 design mailed earlier today. All reasonable!
- Reminder: Homework 1 code due today. Homework 2 design due Thursday.

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# Strings in Java

- In C, "strings" are just arrays of characters, terminated by a null character. Simple, but many potential problems (such as trying to read more characters from input than will fit into allocated space).
- In Java, there's a library class, String.

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• To see what's available, look at the API . . .

## String Class, Continued

- In general, no operator overloading in Java, with one exception "+" for strings. Non-string objects converted using (their) toString method. Primitives converted in the "obvious" way.
- To compare two strings, "==" is rarely what you want. Instead, use equals.

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- Strings are "immutable" once created, can't be changed. (Why? allows them to be safely shared.) Methods you would think might change the value return a new string.
- Use StringBuilder if you need something you can change, or for efficiency.
- Let's do some examples ...

### Sidebar — Immutable Objects

- String is an example of a class that's "immutable" once created, objects
  can't be changed. If you look at the API for String, you notice that
  methods that "change" the string actually return a new one.
- This sounds inconvenient, right? What advantages might it have?
   (Remember that "object" variables in Java are really references. So two variables may both refer to the same object.)

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# Arrays in Java

- Arrays are objects unlike in C/C++, where they're basically pointers.
- Declaring (references to) arrays denote by putting brackets after type.
- Creating arrays use new, e.g.,

```
new int[10]
new String[n]
(Notice that the second one only creates references.)
```

- All arrays have length variable.
- Otherwise, syntax is same as C/C++; indices start at 0.
- Java runtime does automatic bounds-checking unlike in C/C++, get "exception" rather than random problems.

## **Multidimensional Arrays**

```
• "Arrays of arrays", e.g.,
  int[][] x = new int[10][100];
  declares an array of 10 arrays of 100 ints.
```

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• Reference elements with row, column indices, e.g., x[row][col] = 10;

• Both dimensions accessible:

```
x.length = ?
x[0].length = ?
```

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