Computational Expression

String Class

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Java has two categories of data:
- primitive data (e.g., number, character)
- object data (programmer created types)

Primitive data are only single values; they have no special capabilities.
What is an Object? (Review)

- Everything is an object.
- Everything in the physical world can be described in terms of the set of characteristics and the set of behaviors it possesses.
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<table>
<thead>
<tr>
<th>Characteristics (Attributes)</th>
<th>Behaviors (Actions)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name: Cave man</td>
<td>Calculating</td>
</tr>
<tr>
<td>Color: White</td>
<td>Standing</td>
</tr>
<tr>
<td>Hair: Orange</td>
<td></td>
</tr>
</tbody>
</table>
What is an Object? (Review)

- An object is any item that can be described by listing a set of attributes or characteristics, and a set of behaviors or actions.
- The behaviors typically involve, in some fashion, the attributes, either by using their values, examining their values or modifying their values.
- Attributes/characteristics are also called the data members of the object.
- Behaviors are also called the member functions or methods of the object.
Messages

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- For example, a television is an object.
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- For example, a television is an object.
- What are the characteristics and behaviors of a television?
- How do we send messages?
- A remote control is an object that packages up requests and sends them to the television object.
Encapsulation
Grouping the characteristics and behaviors together in one entity (a class or object).
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**Information Hiding**
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OO-related Concepts

- **Encapsulation**
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- **Information Hiding**
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- **Public Interface**
  The public behaviors that are allowed to be used by other objects to interact with the object itself.
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- A class is a template for an object.
- A class specifies the set of characteristics and the set of behaviors that an object will have.
- Any object of a particular class will have the same set of characteristics and behaviors.
- However, the values of the characteristics may differ from object to object within a particular class.
A class is a user-defined data type that will complement the native data types that are already built in to Java.

An object is an instantiation (specific instance) of a class.
Divide and Conquer

- Most programs are complex and involved.
- The best way to develop and maintain a large system is to break it down and build it from smaller pieces or modules.
- The divide and conquer technique of solving problems lends itself nicely to modular program development.
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- **Methods** modularize a program by separating tasks into self-contained units.
- **Classes** group together related methods.
- **Packages** group together related classes.
- Programs are pieced together from user-written methods and classes and pre-written methods and classes from the Java Application Programming Interface, or Java API.
The Java API (Application Programming Interface) contains many separate packages that can be used to make writing complex programs easier.

Each package focuses on a specific set of tasks and provides pre-written methods:
- `java.lang` - Fundamentals (Object, String, etc)
- `java.net` - Java networking package
- `java.text` - Manipulate numbers, dates, etc.
- `java.util` - Utilities (Scanner, Random, etc)
String class

- String str = ‘‘abc’’; is equivalent to:
  String str = new String(‘‘abc’’);
- The + operator joins two strings together.
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- String class is a part of the java.lang package.
- The classes of java.lang package are automatically available for use, no need to import.
**String methods**

`charAt()` function returns the character located at the specified index.

```java
String str = "studytonight";
System.out.println(str.charAt(2));
```

Output: `u`
String methods

**charAt()**

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Output: **u**

**length()**

*length() function returns the number of characters in a String.*

```java
String str = "Count me";
System.out.println(str.length());
```

Output: **8**
String methods

replace()

`replace()` method replaces occurrences of characters with a specified new character.

```java
String str = "Change me";
System.out.println(str.replace('m','M'));
```

Output: Change Me
String str1 = new String('This is really fun!!');
String str2 = str1.replace('i', 'u');

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Output: Change Me

String str1 = new String(‘‘This is really fun!!’’);
String str2 = str1.replace( 'i', 'u' );

str2 returns ‘‘Thus us really fun’’
String methods

**substring()**

*substring() method returns a part of the string.* *substring() method has two forms,*

```
public String substring(int begin);
public String substring(int begin, int end);
```

The first argument represents the starting point of the substring. If the `substring()` method is called with only one argument, the substring returned, will contain characters from specified starting point to the end of original string.

But, if the call to `substring()` method has two arguments, the second argument specify the end point of substring.

```
String str = "0123456789";
System.out.println(str.substring(4));
```

**Output : 456789**

```
System.out.println(str.substring(4, 7));
```

**Output : 456**
String methods

- `equals()`: This method returns true if the String are equal; false otherwise.

```java
String str1 = new String(''This is really fun!!'');
String str2 = new String(''This is really fun!!'');
boolean value = str1.equals(str2);
value returns value = true
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