

Java String Handling Interview Questions and Answers Pdf

Question: 1

What is the difference between String, String Buffer and StringBuilder?

String	StringBuffer	StringBuilder
String is a immutable class	StringBuffer is a mutable class	StringBuilder is a mutable class
New Object is created every time when modified.	No new object is created, modification is done in existing one.	No new object is created, modification is done in existing one.
Use String if you require immutability	Use StringBuffer in java if you need mutable + thread safety.	Use StringBuilder in java if you require mutable + without thread safety

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Question: 2

Why String is immutable or final in Java?

There are several benefits of String because it's immutable and final.

String Pool is possible because String is immutable in java.

It increases security because any hacker can't change its value and it's used for storing sensitive information such as database username, password etc.

Since String is immutable, it's safe to use in multi threading and we don't need any synchronization.

Strings are used in java classloader and immutability provides security that correct class is getting loaded by Classloader.

Question: 3

How to split String in java?

We can use split (String regex) to split the String into String array based on the provided regular expression.

Question: 4

What is String in Java?

String is a Class in java and defined in java.lang package. It's not a primitive data type like int and long. String class represents characters Strings.

String is used in almost all the Java application and there are some interesting facts that we should know about String.

String is immutable and final in Java and JVM uses String Pool to store all the String Objects.

String is the way we can instantiate a String object using double quotes and overloading of “+” operator for concatenation.

Question: 5

Write a function to find out longest palindrome in a given string?

A String can contains palindrome strings in it and to find longest palindrome in given String is a programming question.

Question: 6

How to convert String to byte array and vice versa?

We can use String getBytes() method to convert String to byte array and we can use String constructor new String(byte[] arr) to convert byte array to String.

Question: 7

Why String is popular HashMap key in Java?

Since String is immutable, its hashCode is cached at the time of creation and it doesn't need to be calculated again.

This makes it a great candidate for key in a Map and its processing is fast than other HashMap key objects.

This is why String is mostly used Object as HashMap Keys.

Question: 8

Explain the scenarios to choose between String, StringBuilder and StringBuffer?

If the Object value will not change in a scenario use String Class because a String object is immutable.

If the Object value can change and will only be modified from a single thread, use a StringBuilder because StringBuilder is unsynchronized (means faster).

If the Object value may change, and can be modified by multiple threads, use a StringBuffer because StringBuffer is thread safe (synchronized).

Question: 9

How to compare two Strings in java program?

Java String implements Comparable interface and it has two variants of compareTo() methods.

compareTo(String another String) method compares the String object with the String argument passed lexicographically.

If String object precedes the argument passed, it returns negative integer and if String object follows the argument String passed, it returns positive integer.

It returns zero when both the String have same value, in this case equals (String str) method will also return true.

compareToIgnoreCase (String str): This method is similar to the first one, except that it ignores the case.

It uses String CASE_INSENSITIVE_ORDER Comparator for case insensitive comparison.

If the value is zero then equalsIgnoreCase(String str) will also return true.

Question: 10

What does String intern() method do?

When the intern method is invoked, if the pool already contains a string equal to this string object as determined by the equal (Object) method, then the string from the pool is returned.

Otherwise, this String object is added to the pool and a reference to this String object is returned.

These method always return a String that has the same contents as this string, but is guaranteed to be from a pool of unique strings.