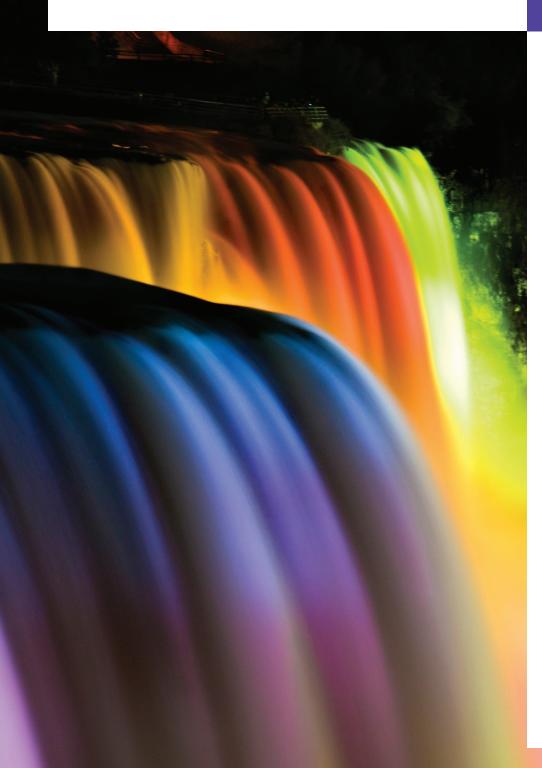
## Strings, Characters and Regular Expressions: Solutions



16

The chief defect of Henry King Was chewing little bits of string.

—Hilaire Belloc

Vigorous writing is concise. A sentence should contain no unnecessary words, a paragraph no unnecessary sentences.

—William Strunk, Jr.

I have made this letter longer than usual, because I lack the time to make it short.

—Blaise Pascal

## **Objectives**

In this chapter you'll learn:

- To create and manipulate immutable character-string objects of class String.
- To create and manipulate mutable character-string objects of class StringBuilder.
- To create and manipulate objects of class Character.
- To break a String object into tokens using String method split.
- To use regular expressions to validate String data entered into an application.

## **Self-Review Exercises**

- **16.1** State whether each of the following is *true* or *false*. If *false*, explain why.
  - a) When String objects are compared using ==, the result is true if the Strings contain the same values.
  - **ANS:** False. String objects are compared using operator == to determine whether they are the same object in memory.
  - b) A String can be modified after it's created.
  - ANS: False. String objects are immutable and cannot be modified after they are created. StringBuilder objects can be modified after they are created.
- **16.2** For each of the following, write a single statement that performs the indicated task:
  - a) Compare the string in s1 to the string in s2 for equality of contents.

ANS: s1.equals( s2 )

b) Append the string s2 to the string s1, using +=.

ANS: s1 += s2;

c) Determine the length of the string in s1.

ANS: s1.length()

## **Exercises**

NOTE: Solutions to the programming exercises are located in the ch16solutions folder. Each exercise has its own folder named ex16\_## where ## is a two-digit number representing the exercise number. For example, exercise 16.17's solution is located in the folder ex16\_17.