Strings, Characters and Regular Expressions: Solutions

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;

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.