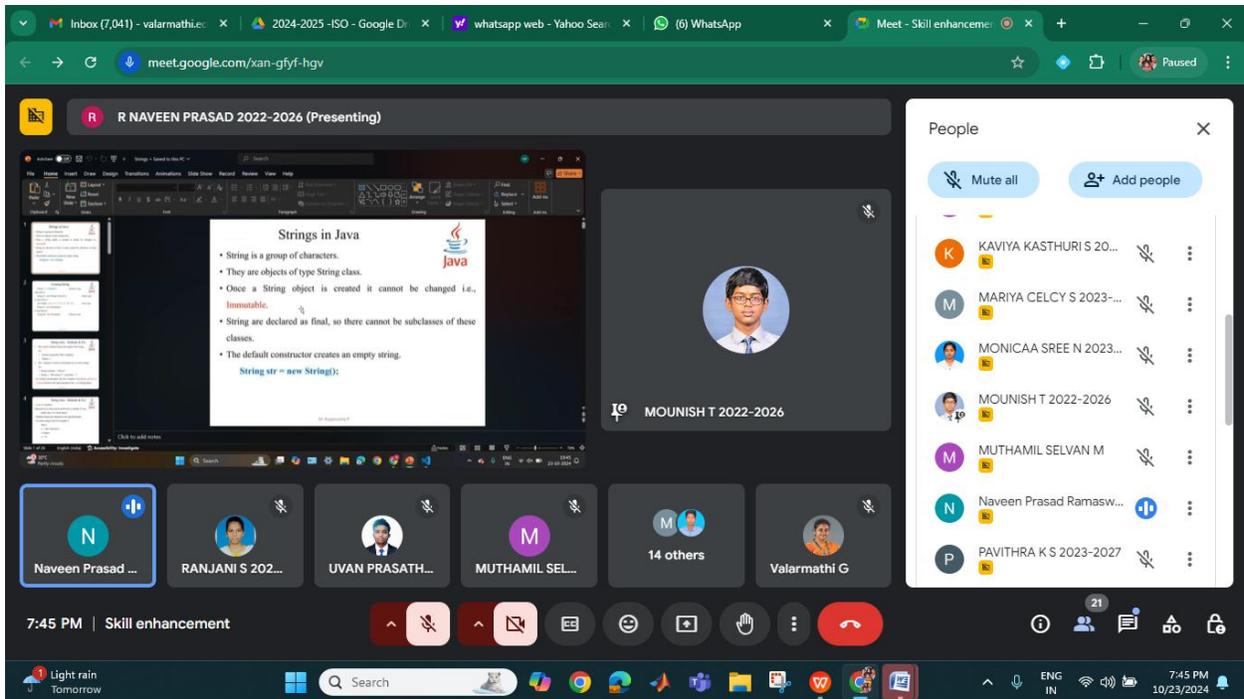
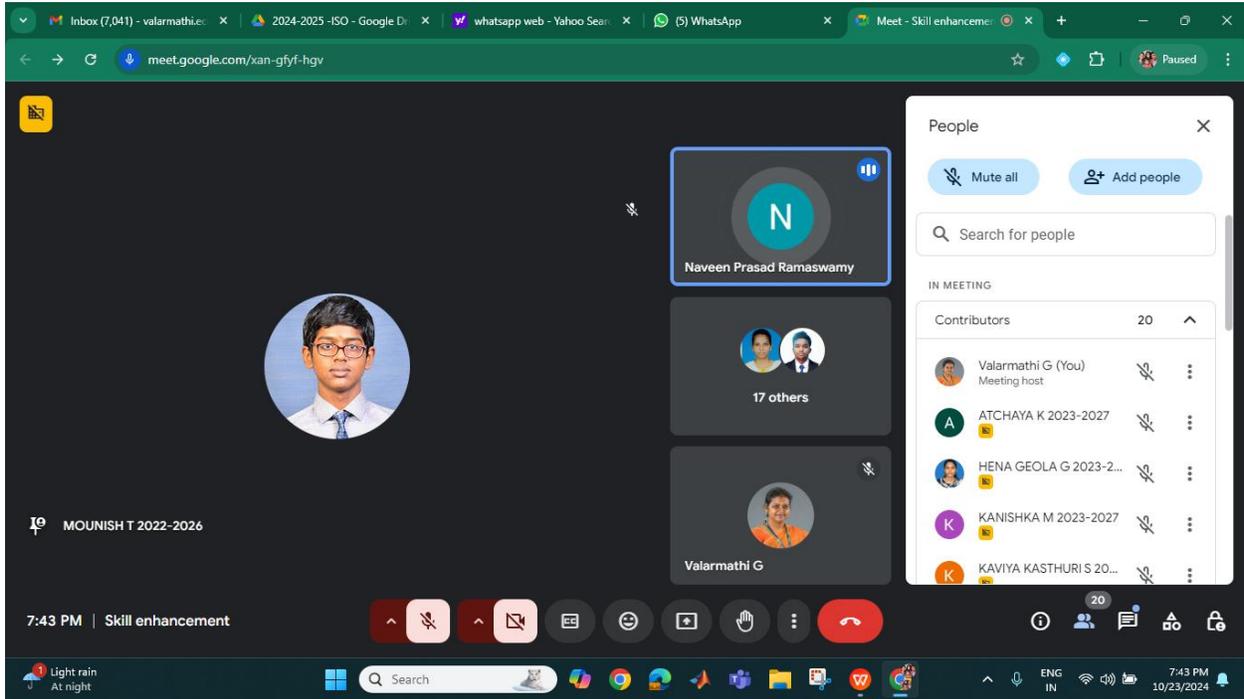


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R NAVEEN PRASAD 2022-2026 (Presenting)

Strings in Java

- String is a group of characters.
- They are objects of type String class.
- Once a String object is created it cannot be changed i.e., **Immutable**.
- String are declared as final, so there cannot be subclasses of these classes.
- The default constructor creates an empty string.
`String str = new String();`



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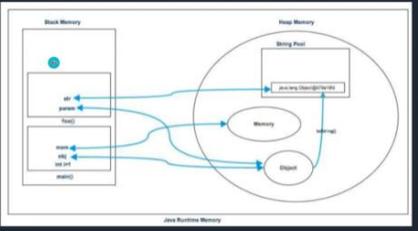
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Java Runtime Memory



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Creating Arrays:

You can create an array by using the new operator with the following syntax:

```
dataType [] arr = new dataType[arraySize];
```

Or alternatively you can create arrays as:

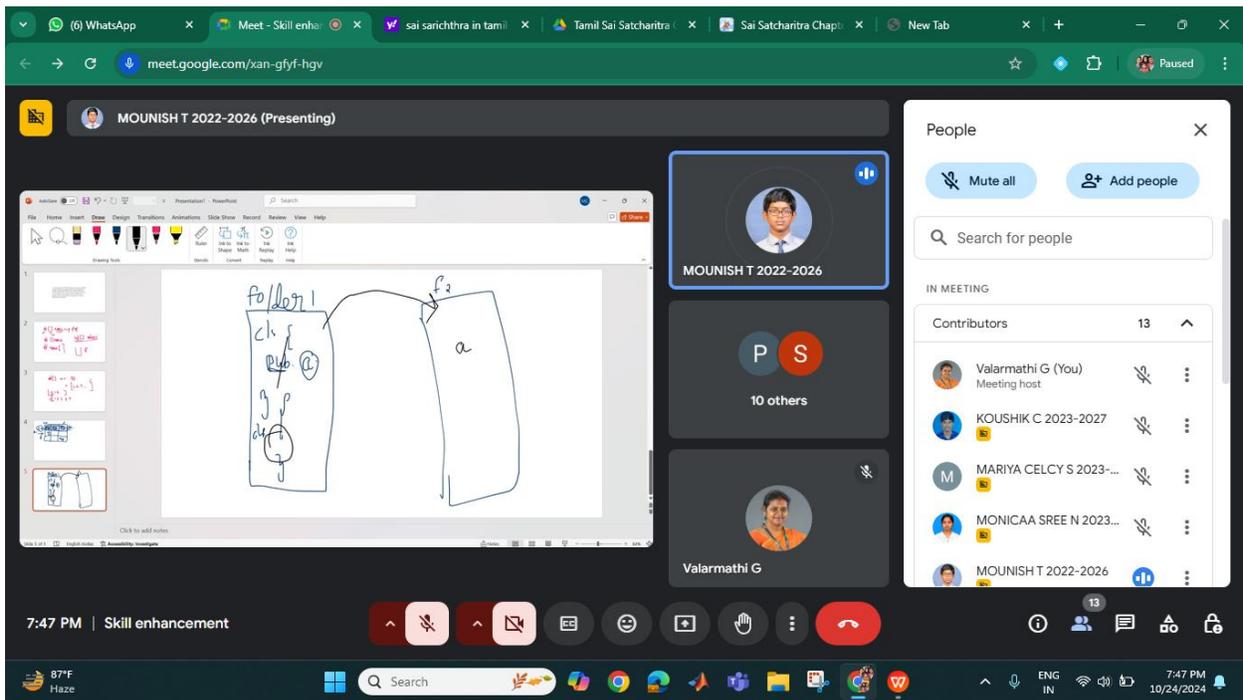
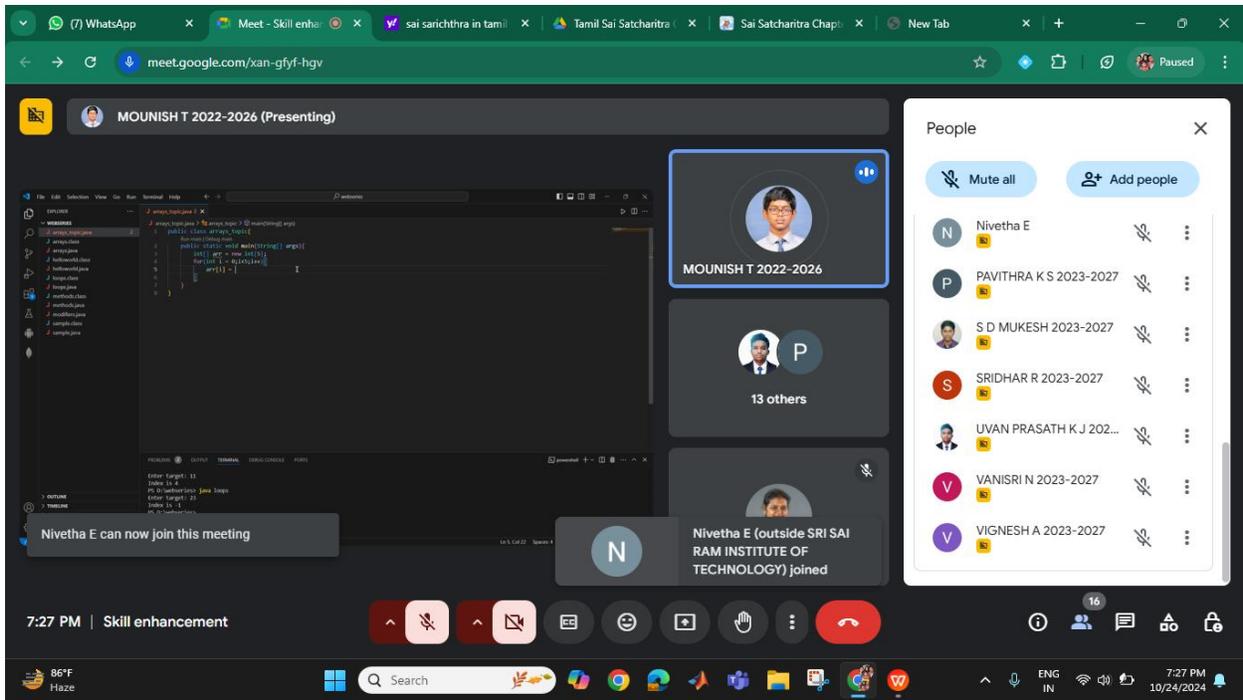
```
dataType [] arr = {value0, value1, ..., valueN};
```

```
double[] a1; // declare the array
a = new double[a1]; // create the array
for (int i = 0; i < a1.length; i++) // elements are indexed from 0 to n-1
a[i] = 0.0; // initialize all elements to 0.0
```

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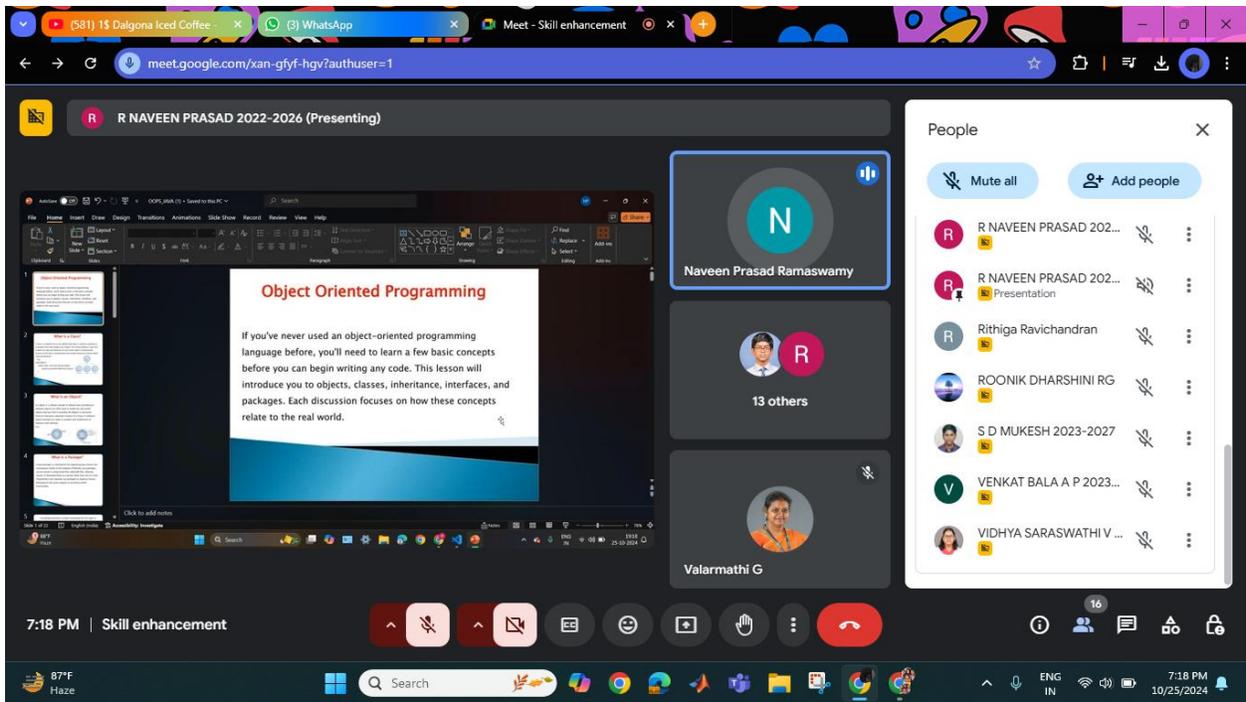
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Rithiga Ravichandran (Presenting)

C++ in ECE

- C++ is widely used for **programming embedded systems**
- C++ can be used to implement algorithms for filtering, modulation, and signal analysis. Its **Standard Template Library (STL)** and **object-oriented features** provide flexibility in managing complex algorithms.
- C++ is often used to **implement algorithms** for autonomous movement, sensor integration, and real-time decision-making.
- C++ is used for **simulating** electronic circuits, power systems, and communication networks.
- Overall, C++ is favored for its high performance, memory control, and ability to interact with hardware, making it a versatile tool in many ECE applications.
- C++ is closer to hardware and has better object management, performance, and speed. Thus, C++ is more powerful than Java, especially for compiling and running large applications.

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