

Arrays

Arrays

```
int[] ia;
```

Arrays

```
int[] ia;
```

ia



Arrays

```
int[] ia;  
    new int[4]
```

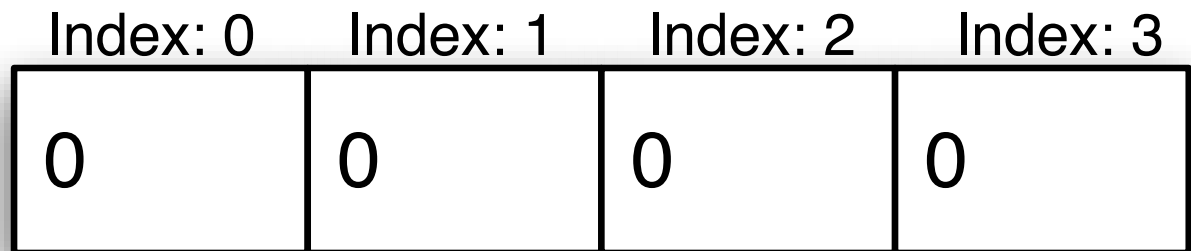
ia



Arrays

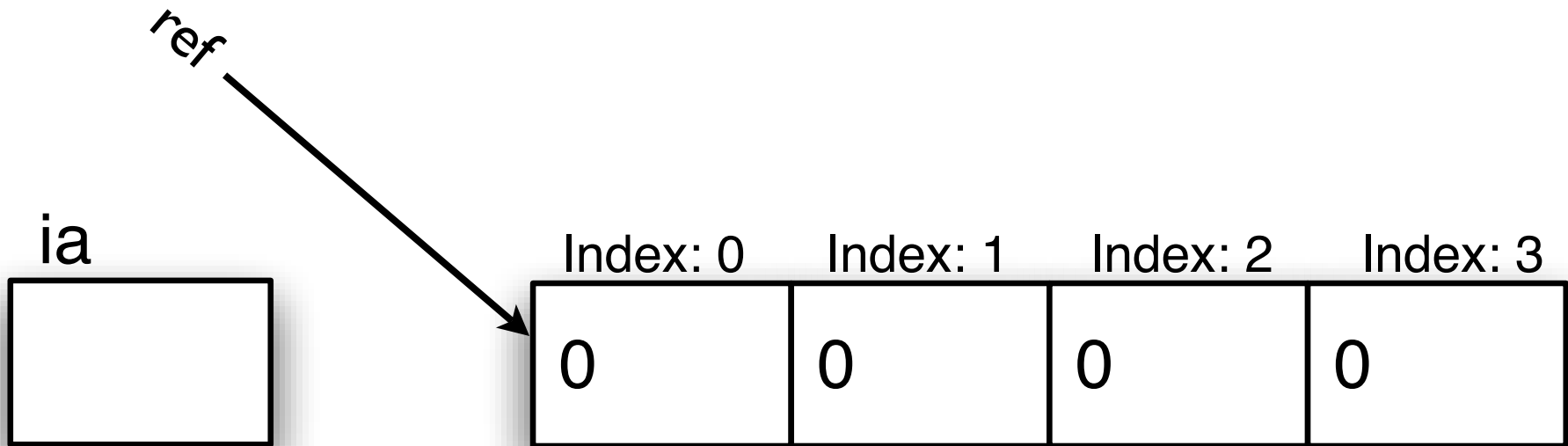
```
int[] ia;  
    new int[4]
```

ia



Arrays

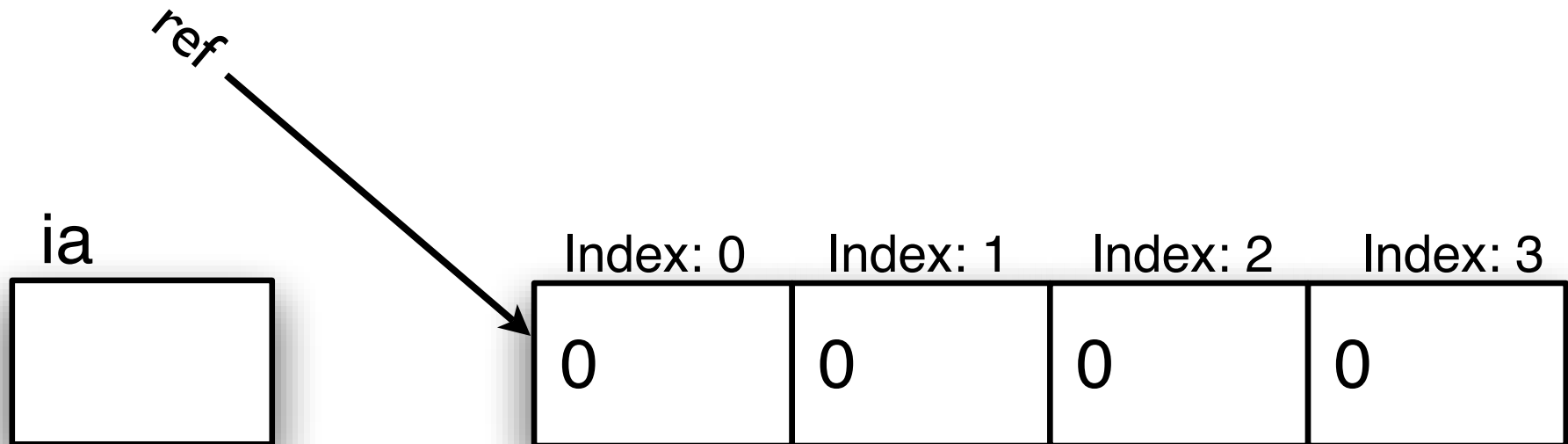
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int[] ia;  
    new int[4]
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Arrays

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int[] ia;
```

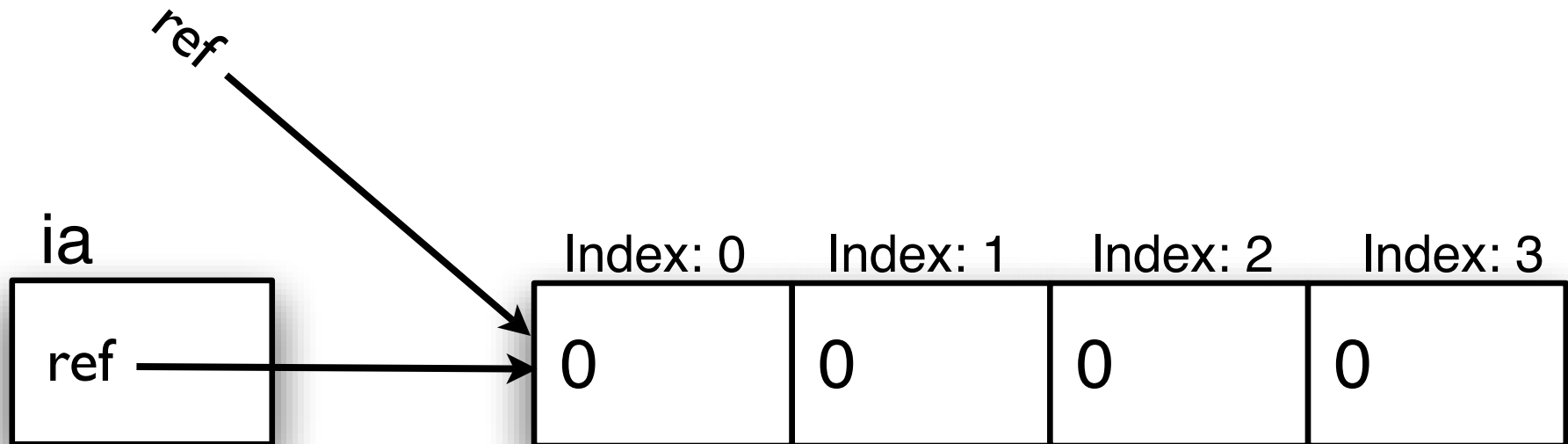
```
ia = new int[4];
```



Arrays

```
int[] ia;
```

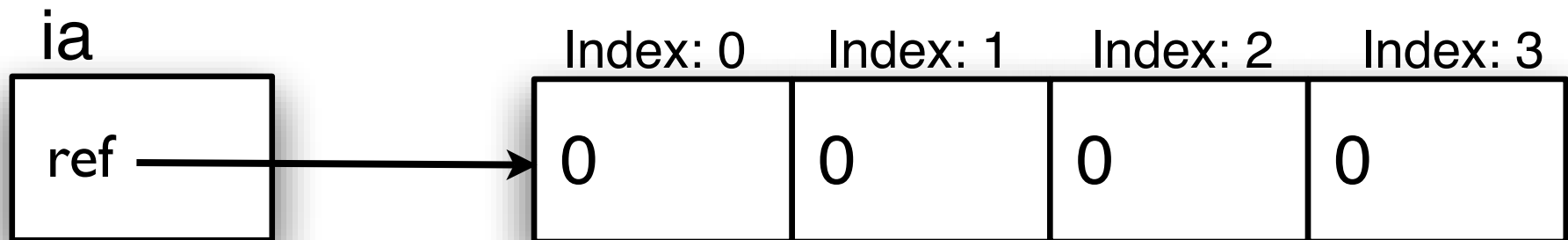
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ia = new int[4];
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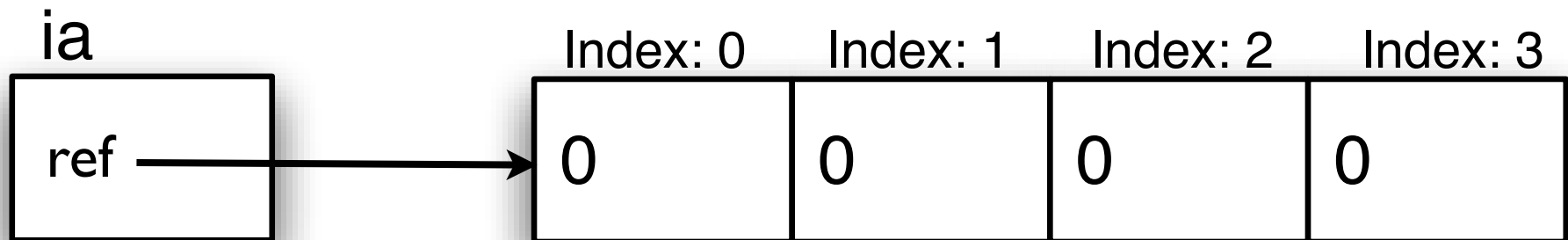


Arrays

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int[] ia;
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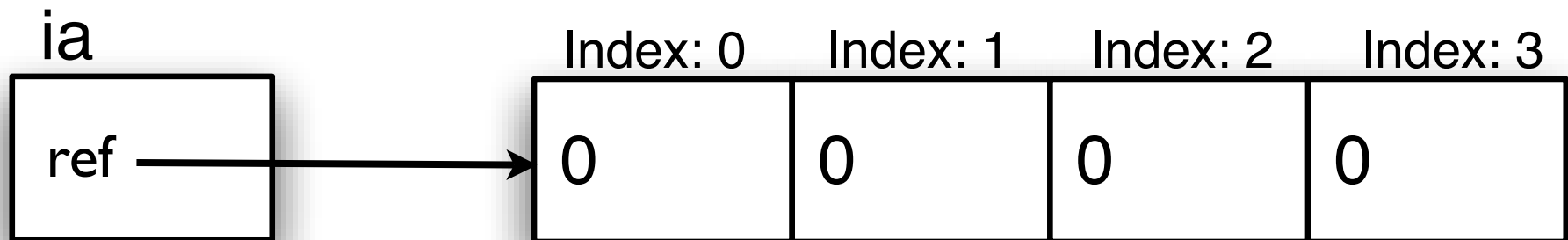
```
ia = new int[4];
```

```
ia[2]
```



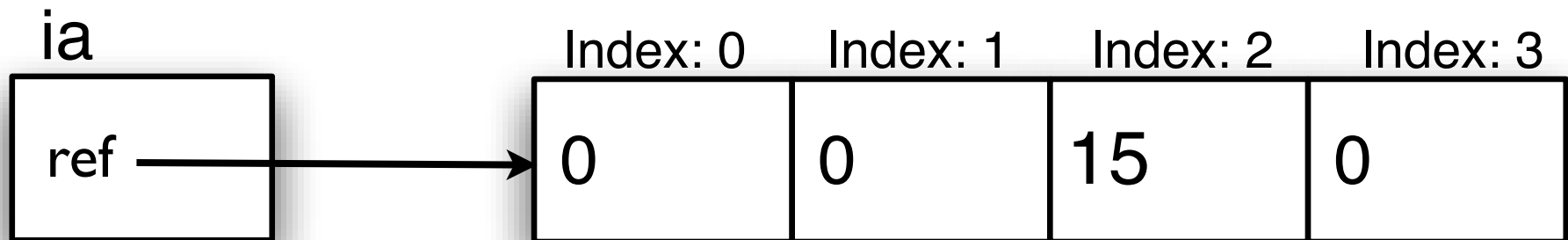
Arrays

```
int[] ia;  
ia = new int[4];  
ia[2] = 15;
```



Arrays

```
int[] ia;  
ia = new int[4];  
ia[2] = 15;
```

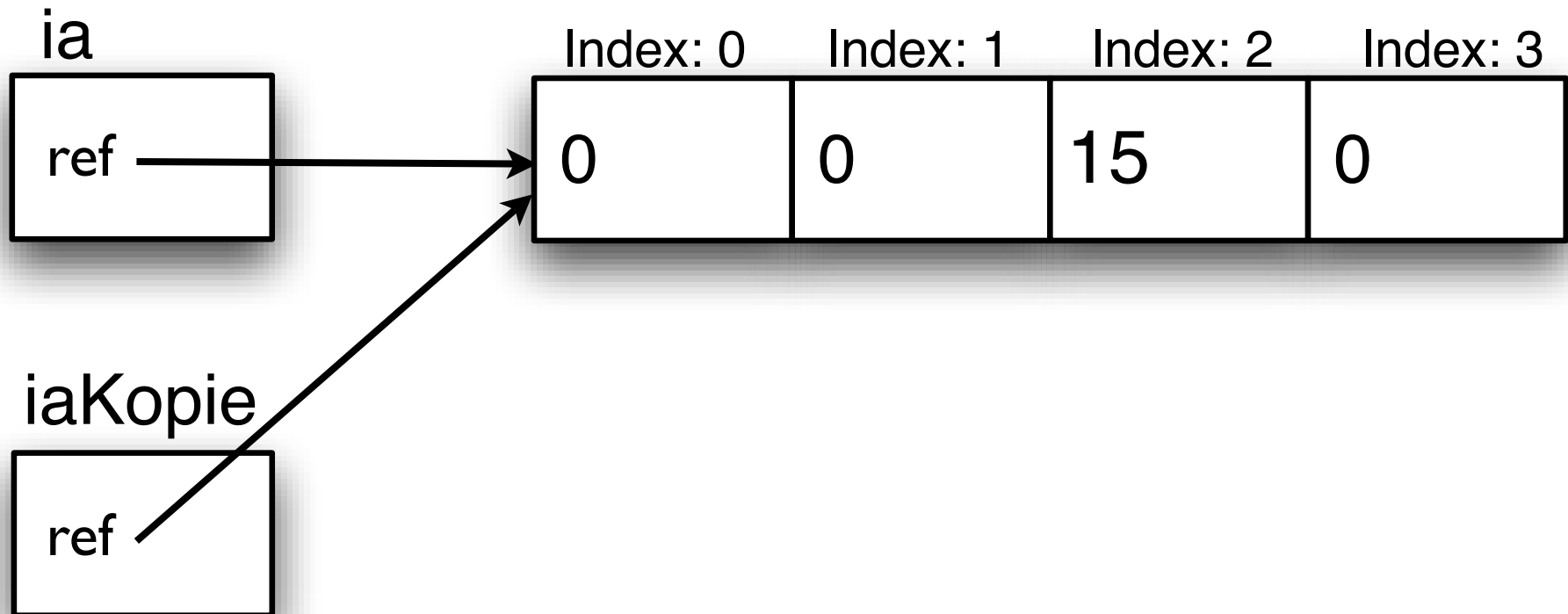


Arrays

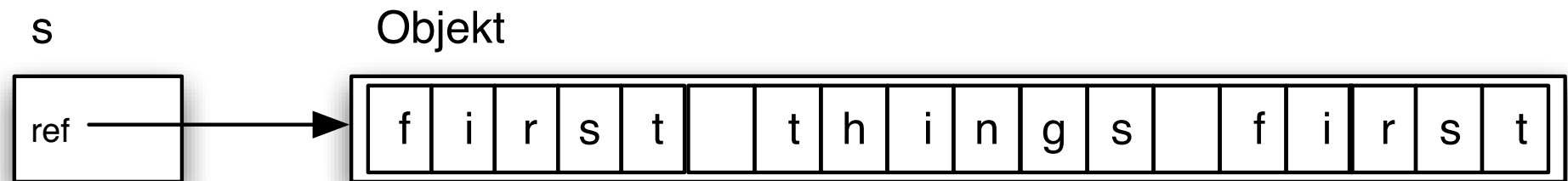
```
int[] ia = new int[4];
```

```
int[] iaKopie = ia;
```

```
iaKopie[2] = 15;
```



String



String: Referenztyp

```
String s = "first things first";
```

```
s.length() //liefert 18
```

```
s.charAt(4) //liefert 't' (kein L-Wert)
```

String-Objekte sind in Java nicht veränderbar