

JavaScript Strings

- description : JavaScript Strings
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[JavaScript Strings](#)

JavaScript string

JavaScript Strings

JavaScript

0

```
var x = "John Doe";
```

```
var carName1 = "Volvo XC60"; // Double quotes  
var carName2 = 'Volvo XC60'; // Single quotes
```

```
var answer1 = "It's alright";  
var answer2 = "He is called 'Johnny'";  
var answer3 = 'He is called "Johnny"';
```

String Length

, length

```
var txt = "ABCDEFGHIJKLMNOPQRSTUVWXYZ";  
var sln = txt.length;
```

Escape Character

, JavaScript .

```
var x = "We are the so-called "Vikings" from the north.";
```

“We are the so-called” .

(backslash escape character)

(\)

code	Result	Description
\'	'	Single quote ()
\"	"	Double quote ()
\\	\	Backslash (,)

\ " (sequence) .

```
var x = "We are the so-called \"Vikings\" from the north.";
```

\ ' (sequence) .

```
var x = 'It\'s alright.';
```

\\ (sequence) (, backslash) .

```
var x = "The character \\ is called backslash.";
```

JavaScript 6
\\ ^ Code ^ Result ^

\\b	
\\f	
\\n	
\\r	
\\t	()
\\v	()

HTML

가

•

Breaking Long Code Line

가

80

•

JavaScript

가

2

가

1

```
document.getElementById("demo").innerHTML =  
"Hello Dolly!";
```

```
document.getElementById("demo").innerHTML = "Hello \nDolly!";
```

```
"%%\%%"
```

V

1

•

•

가

•

```
document.getElementById("demo").innerHTML = "Hello " +  
"Dolly!";
```

•

```
document.getElementById("demo").innerHTML = \
"Hello Dolly!";
```

Strings Can be Objects

, JavaScript

(literals)

(primitive values)

:

```
var firstName = "John";
```

new

```
var firstName = new String("John");
```

```
var x = "John";  
var y = new String("John");
```

```
// typeof x will return string  
// typeof y will return object
```

```
'new' . 가 . 가 .
```

```
== , .
```

```
var x = "John";  
var y = new String("John");  
  
// (x == y) is true because x and y have equal values
```

```
=== , ===  
 ,
```

```
var x = "John";  
var y = new String("John");  
  
// (x === y) is false because x and y have different types (string and  
object)
```

```
 . .
```

```
var x = new String("John");  
var y = new String("John");  
  
// (x == y) is false because x and y are objects
```

```
var x = new String("John");  
var y = new String("John");  
  
// (x === y) is false because x and y are objects
```

```
'%(x == y)%%' ' %(x === y)%%'  
%JavaScript% 'false'가 .
```

, [Javascript](#), [Strings](#)

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