2025/10/30 12:18 1/5 JavaScript Strings

JavaScript Strings

```
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lastupdate: 2021-04-23
```

The source of this article

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		
\'	ı	Single quote ()	
\"	п	Double quote ()	
\\	١	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	()

6

2025/10/30 12:18 3/5 JavaScript Strings

HTML 가

"Hello Dolly!";

Breaking Long Code Line

```
가 80

JavaScript 가 , 가

document.getElementById("demo").innerHTML =
```

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

```
''%%\%%''
\
```

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");
```

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

```
. 가
''new'' . 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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