

# JavaScript Strings

- description : JavaScript Strings
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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 = "ABCDEFGHJKLMNOPQRSTUVWXYZ";  
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 , 가 .

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

```
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");
```

```
// 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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