

JavaScript Strings

- description : JavaScript Strings
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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
\'	'	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

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\^ Code ^ Result ^

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

6
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

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