

JavaScript Strings

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

JavaScript string

JavaScript Strings

JavaScript

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```
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	()

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

.

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

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