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## Sanno I7 Plus Flash File Firmwae MT6580 Update Stock Rom !LINK!

A: Your code on how you retrieve the Flash File is correct. Your problem could be in the way you are presenting the data back to the Flash File Program. You are currently getting back "Hello World" on a single line from your program. That line would then get converted to ASCII - which is 0065 in decimal. If you were to write that line to a file and then run the program again the file would just contain the string "Hello World" and would therefore still appear to work. You would need to write the string "Hello World" to a file (I suggest you make a new method and pass it a filename) and then have that file returned to the Flash File program. Once you have that string in a file you would then be able to run another method which reads the contents of the file back to the program. I hope that helps you to solve your problem. Edit: I think I can also help you by providing a small example - even though the file read is very simple. I would suggest that you read the content of the file and write it to a variable. Then make another method which allows you to reset the program. Once you do this you can then check for "0xff" - which will tell you the file has been successfully written to. Q: Are java strings immutable? I see that Java strings can be "interned" by the JVM which allows me to "cache" them once. Are they, therefore, immutable? And if they can be "interned", is there any reason to "hold" a reference to the "string" as a variable, rather than just working with the interned version, perhaps using a method called `String::intern()` which does all the dirty work? A: You can get an interned string from `String.intern()`. If you are programming in Java, I strongly advise you to use `String.intern()` and `String.intern()` over holding a reference to a mutable string. That said, you are absolutely correct that strings are immutable in Java and they are effectively interned. In general, it is considered better (neater, cleaner, easier to maintain,...) to use immutable objects where applicable, and not just for the sake of it. A: Are strings immutable? Yes. Does the JVM guarantees that strings be thread safe? Not by any standard



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