

7. String Handling

Lesson 3: StringBuffer class

7.3. Class StringBuffer

- The StringBuffer class is used to implement a buffer of characters that may be modified as well as grow and shrink as needed to accommodate updates,
- Note that the String class is read-only and the contents of a String cannot be modified.
- The StringBuffer has a built in capacity to designate the amount of available storage. The capacity can be defined when a StringBuffer object is created or be set to any desired size by calling `ensureCapacity()`.

7.3. Class StringBuffer

7.3.1. Constructors

public StringBuffer()

- Creates an empty StringBuffer with a default capacity of 16.

public StringBuffer(int capacity)

- Creates an empty StringBuffer with an initial size specified by the capacity.

public StringBuffer(String str)

- Creates a StringBuffer object by copying the characters in str into StringBuffer.

7.3. Class StringBuffer

7.3.2. Method append

- Appends the string representation of the argument to StringBuffer and returns a reference to the StringBuffer object. The StringBuffer is automatically expanded if needed to accommodate the additional characters.

public StringBuffer append(boolean bool)

public StringBuffer append(int inum)

public StringBuffer append(long lnum)

public StringBuffer append(float fnum)

public StringBuffer append(double dnum)

public StringBuffer append(String str)

7.3. Class StringBuffer

7.3.3. Other useful methods

public int capacity()

- Returns the current capacity of the StringBuffer.

public synchronized char charAt(int index)

- Returns the character stored at location index of the StringBuffer.

public synchronized void ensureCapacity(int capacitySize)

- Ensure that the capacity of the StringBuffer is at least capacitySize.

public int length()

- Returns the number of characters in the StringBuffer.

public synchronized void setCharAt(int index, char character)

- Replaces the char at the location index in the StringBuffer with character
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public String toString()

- Generates the String representation of the StringBuffer object.