

Operation	Purpose	Object State	Expected Result
<code>characterArray = new char[capacity]</code>	To create an array using my default capacity value.	An array within a multiple of 80 in length	A new array with default values for the attributes
<code>public void insert</code>	To insert a fragment at a specific position	A lengthier array	A modified array with new values anywhere within it
<code>Public void append</code>	To add letters and numbers to the end of a fragment.	Longer array towards the end	A modified array with more values at the end
<code>Public void replace</code>	To replace letters and numbers within a fragment		A modified array with missing and gained values
<code>public int indexOf(String fragment, int fromIndex)</code>	To return the index position of the first occurrence of the fragment		A number showing us where the fragment begins in the array
<code>Public int length</code>	To return the length of the array		A number showing how long the array is
<code>Public int capacity</code>	To return the capacity of the array		A number showing the current maximum space of the array

