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## String Buffer:

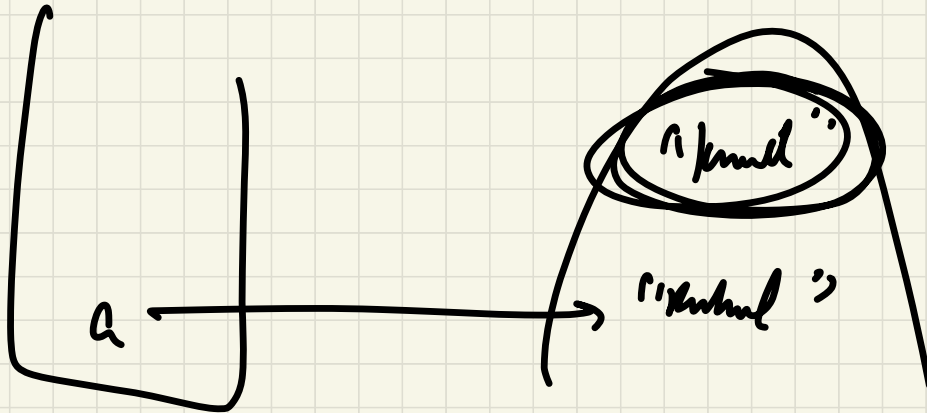
mutable

seq of characters.

String a = "kernel";  
a = "fahd";

## Revisé

- ① String pool
- ② memory / heap etc.



# Advantages over String

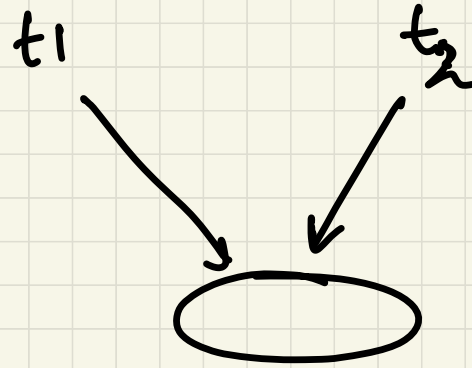
① mutable

② Efficient

③ Thread safe

↓  
StringBuilder is not  
thread safe.

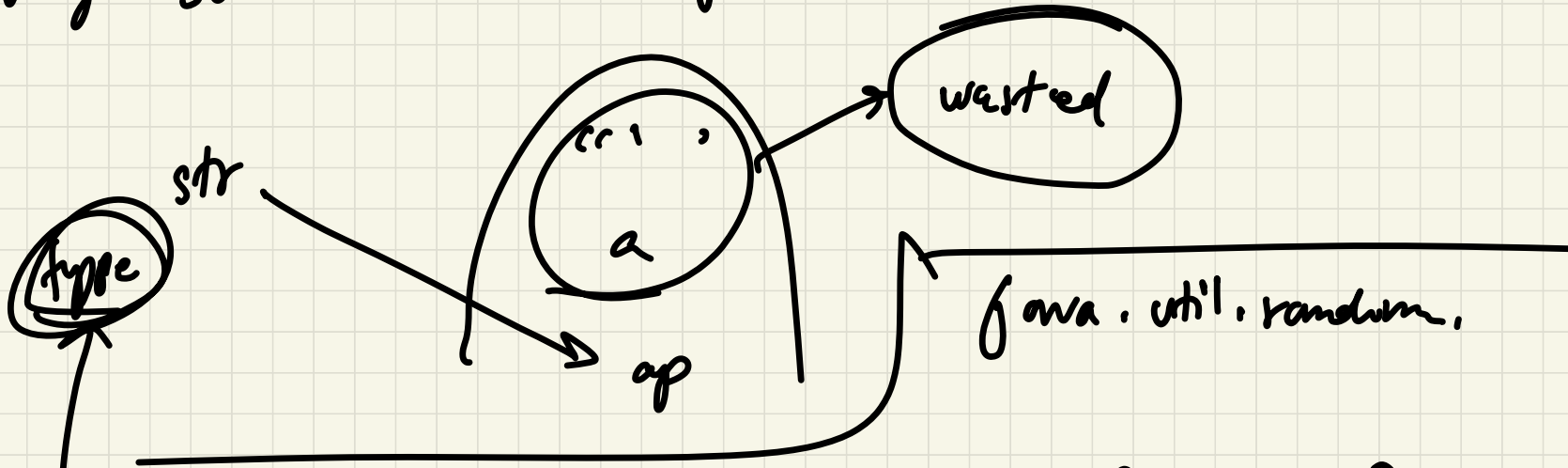
slower



a = 5

String str = "" + x + p + ...

x, p



`java.util.Random`

`int randomChar = 97 + (int) (26 * random.next)`

`char ch = (char) randomChar`

