

Important method of StringBuffer class :

- `setCharAt(n, 'x')`
- `append(s2)`
- `insert(n, s2)`
- `setLength(n)`

How to create a StringBuffer object?

`StringBuffer sb = new StringBuffer();`

Diagram illustrating the components of the code:

- `StringBuffer`: Name of class (indicated by an arrow from the text "Name of class")
- `sb`: Object name (indicated by an arrow from the text "Object name")
- `new StringBuffer()`: Calling default constructor (indicated by an arrow from the text "Calling default constructor")

Initializing StringBuffer object :

`StringBuffer str = new StringBuffer("Lightning");`

here, the object `str` will be initialized to "Lightning".

Conclusion :

Hence, I created, ~~and~~ debugged and executed programs based on String and StringBuffer. I also learnt about the concepts of Strings and String Buffer.