



StringBuffer sb = new StringBuffer("Hello");  
sb.append(" World"); // Modifies the existing StringBuffer object

**makes the changes in same memory location**

Before  
sb → Hello

After append  
sb → Hello World

StringBuilder sb = new StringBuilder("Hello");  
sb.append(" World"); // Modifies the existing StringBuilder object

**makes the changes in same memory location**

Before  
sb → Hello

After append  
sb → Hello World