**StringBuffer class**

StringBuffer class is used to create a **mutable** string object. It represents growable and writable character sequence. As we know that String objects are immutable, so if we do a lot of changes with **String** objects, we will end up with a lot of memory leak.

So **StringBuffer** class is used when we have to make lot of modifications to our string. It is also thread safe i.e multiple threads cannot access it simultaneously. StringBuffer defines 4 constructors. They are,

1. **StringBuffer** ( )
2. **StringBuffer** ( *int size* )
3. **StringBuffer** ( *String str* )
4. **StringBuffer** ( *charSequence [ ]ch* )

* StringBuffer() creates an empty string buffer and reserves room for 16 characters.
* stringBuffer(int size) creates an empty string and takes an integer argument to set capacity of the buffer.

**Example showing difference between String and StringBuffer**

**class** Test\_StringBuffer {

**public** **static** **void** main(String args[])

{

String str = "CDAC";

str.concat("Jaipur");

System.***out***.println(str);

StringBuffer strB = **new** StringBuffer("CDAC");

strB.append("Pune");

System.***out***.println(strB);

}

}

**Output**

CDAC

CDACPune