Difference between ‘String’ & ‘StringBuffer’

1. String is a mutable (non changeable) class. That means once we create a string object then we can’t change it. Whereas on the other hand, objects of string buffer can be changed.

Look at the following examples:

String s= new String (“Hitesh”);

s.concat(“Ghai”)

Syso(s);

Here, the output would be “Hitesh” because we can’t change or update the string object. Here “s.concat(“Ghai”)” code line would create a object containing value of “Hitesh Ghai”.

Now

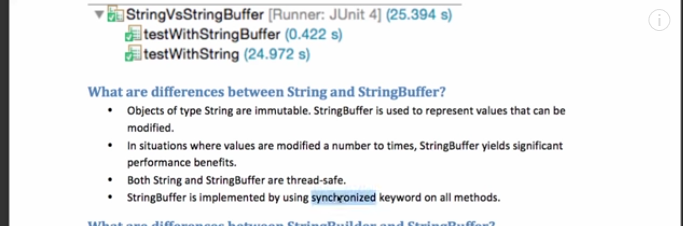
StringBuffer sb= new StringBuffer(“Hitesh”)

Sb.appned (“Ghai”)

Syso (sb);

Here, the output would be “Hitesh Ghai”

Another difference



What do we mean by thread safety of String buffer: All the methods of String buffer class is synconrized that means while manipulating the objects, the different threads don’t interfere each other.

