## **Practical-: String Buffer Class methods**

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```
Code -:
package AB;
public class String_Buffer {
       public void display(){
              StringBuffer sb = new StringBuffer("Aditya");
         System.out.println(sb);
         sb.insert(1, "AB");
    System.out.println(sb);
    StringBuffer sb1 =new StringBuffer("Gameofcodes");
    sb1.replace(1,3," ");
    System.out.println(sb1);
    sb.delete(1,3);
    System.out.println(sb);
    sb.reverse();
    System.out.println(sb);
    System.out.println(sb.capacity());
    sb.append("ADI");
    System.out.println(sb.capacity());
    sb.append("Krishan Always Helps ♥");
    System.out.println(sb.capacity());
    int p = sb.length();
    System.out.println(p);
    sb.append("Radha Rani");
    System.out.println(sb);
    sb.append(1);
    System.out.println(sb);
  }
```

## OutPut -: