**Discuss why we need to use StringBuffer instead of String in this case:**

The most important reason is that String is immutable. Once created, it cannot be changed, so it will not have the convenience of increasing the alphabet by one charValue.

StringBuffer, however, is mutable, so it suits the requirement of the question in printing As, Bs, and Cs.

Another bonus point is that compared to the non-synchronized StringBuilder object, StringBuffer is synchronized, so when multiple threads access and modify it, the process will still be thread safe.