

JAVA.LANG.STRINGBUFFER.APPEND METHOD

http://www.tutorialspoint.com/java/lang/stringbuffer_append_object.htm

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Description

The **java.lang.StringBuffer.appendObjectobj** method appends the string representation of the **Object** argument.

Declaration

Following is the declaration for **java.lang.StringBuffer.append** method

```
public StringBuffer append(Object obj)
```

Parameters

- **obj** -- This is the value of an object.

Return Value

This method returns a reference to this object.

Exception

- NA

Example

The following example shows the usage of java.lang.StringBuffer.append method.

```
package com.tutorialspoint;

import java.lang.*;

public class StringBufferDemo {

    public static void main(String[] args) {

        StringBuffer buff = new StringBuffer("tutorials ");
        System.out.println("buffer = " + buff);

        Object obVal = "point";
        // appends the Object value
        buff.append(obVal);

        // print the string buffer after appending
        System.out.println("After append = " + buff);
    }
}
```

Let us compile and run the above program, this will produce the following result:

```
buffer = tutorials
After append = tutorials point
```

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