

JAVA.LANG.STRINGBUFFER.APPENDCODEPOINT METHOD

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

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Description

The **java.lang.StringBuffer.appendCodePoint***intcodePoint* method appends the string representation of the **codePoint** argument to this sequence. The argument is appended to the contents of this sequence.

Declaration

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

```
public StringBuffer appendCodePoint(int codePoint)
```

Parameters

- **codePoint** -- This is a Unicode code point.

Return Value

This method returns a reference to this object.

Exception

- NA

Example

The following example shows the usage of java.lang.StringBuffer.appendCodePoint 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);

        // appends the CodePoint as string to the string buffer
        buff.appendCodePoint(80);
        // print the string buffer after appendingCodePoint 80
        System.out.println("After appendCodePoint = " + buff);
    }
}
```

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

```
buffer = tutorials
After appendCodePoint = tutorialsP
Loading [MathJax]/jax/output/HTML-CSS/fonts/TeX/fontdata.js
```