

JAVA.LANG.STRINGBUFFER.ENSURECAPACITY METHOD

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

Copyright © tutorialspoint.com

Description

The **java.lang.StringBuffer.ensureCapacity** method ensures that the capacity is at least equal to the specified minimum. If the current capacity is less than the argument, then a new internal array is allocated with greater capacity. The new capacity is the larger of:

- The **minimumCapacity** argument.
- Twice the old capacity, plus 2.

If the **minimumCapacity** argument is nonpositive, this method takes no action and simply returns.

Declaration

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

```
public void ensureCapacity(int minimumCapacity)
```

Parameters

- **minimumCapacity** -- This is the minimum desired capacity.

Return Value

This method does not return any value.

Exception

- NA

Example

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

```
package com.tutorialspoint;

import java.lang.*;

public class StringBufferDemo {

    public static void main(String[] args) {

        StringBuffer buff1 = new StringBuffer("tuts point");
        System.out.println("buffer1 = " + buff1);

        // returns the current capacity of the string buffer 1
        System.out.println("Old Capacity = " + buff1.capacity());
        /* increases the capacity, as needed, to the specified amount in the
        given string buffer object */
        // returns twice the capacity plus 2
        buff1.ensureCapacity(28);
        System.out.println("New Capacity = " + buff1.capacity());

        StringBuffer buff2 = new StringBuffer("compile online");
        System.out.println("buffer2 = " + buff2);
        // returns the current capacity of string buffer 2
        System.out.println("Old Capacity = " + buff2.capacity());
        /* returns the old capacity as the capacity ensured is less than the
        old capacity */
        buff2.ensureCapacity(29);
        System.out.println("New Capacity = " + buff2.capacity());
    }
}
```

```
}  
}
```

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

```
buffer1 = tuts point  
Old Capacity = 26  
New Capacity = 54  
buffer2 = compile online  
Old Capacity = 30  
New Capacity = 30
```

Loading [MathJax]/jax/output/HTML-CSS/fonts/TeX/fontdata.js