

JAVA.LANG.STRINGBUFFER.INSERT METHOD

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

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Description

The **java.lang.StringBuffer.insertintooffset, Objectobj** method inserts the string representation of the **Object** argument into this sequence. The **offset** argument must be greater than or equal to 0, and less than or equal to the length of this sequence.

Declaration

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

```
public StringBuffer insert(int offset, Object obj)
```

Parameters

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

Return Value

This method returns a reference to this object.

Exception

- **StringIndexOutOfBoundsException** -- if the offset is invalid.

Example

The following example shows the usage of java.lang.StringBuffer.insert 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 to be inserted
        Object obVal = "collection";
        // insert Object value at offset 8
        buff.insert(8, obVal);

        // prints stringbuffer after insertion
        System.out.print("After insertion = ");
        System.out.println(buff.toString());
    }
}
```

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

```
buffer = tutorials
After insertion = tutorialcollections
Loading [MathJax]/jax/output/HTML-CSS/jax.js
```