

Description

The **java.lang.StringBuffer.setCharAt** method sets the character at the specified **index** to **ch**. This sequence is altered to represent a new character sequence that is identical to the old character sequence, except that it contains the character **ch** at position **index**.

Declaration

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

```
public void setCharAt(int index, char ch)
```

Parameters

- **index** -- This is the index of the character to modify.
- **ch** -- This is the new character.

Return Value

This method does not return any value.

Exception

- **IndexOutOfBoundsException** -- if index is negative or greater than or equal to length.

Example

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

```
package com.tutorialspoint;

import java.lang.*;

public class StringBufferDemo {

    public static void main(String[] args) {

        StringBuffer buff = new StringBuffer("AMIT");
        System.out.println("buffer = " + buff);
        // character at index 3
        System.out.println("character at index 3 = " + buff.charAt(3));

        // set character at index 3
        buff.setCharAt(3, 'L');

        System.out.println("After Set, buffer = " + buff);
        // character at index 3
        System.out.println("character at index 3 = " + buff.charAt(3));
    }
}
```

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

```
buffer = AMIT
character at index 3 = T
After Set, buffer = AMIL
character at index 3 = I
```