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Subject: Re: NEW: BufferStream

Posted by [mirek](#) on Fri, 13 Aug 2010 08:57:11 GMT

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kohait00 wrote on Wed, 11 August 2010 05:25hi guys,

i was in need of a BufferStream, a stream that can store data inside a Vector<byte>, which i find beeing more convenient than the StringBuffer, which is quite hard to understand (having both a String data and a StringBuffer etc..where data is copied around i think..which is not what i needed). BTW: why was that nessessary, why couldnt it have been only StringBuffer or only String data?

Because sometimes the code uses Stream interface.

E.g. you have Serialize and you want to store the output to String (or read the input).

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