

Hi,

after carefully considering this, I tentatively decided it is not a good idea:

a) by adding `StringBuffer(const String& s)` the action that is going to happen would be quite strangely defined. Consider

```
void Fn(const String& p) { StringBuffer b(p); }
```

vs

```
void Fn(String p) { StringBuffer b(p); }
```

I would say this would be a great source of accidental errors...

b) `Set` is in function almost identical to `Cat`

So, if you need to assign data now, you can use

```
String s;  
StringBuffer b;  
b.Cat(s);
```

I think this is sufficient.

Anyway, all of this is not final. But if I could be convinced we need anything new here, I would rather use

```
StringBuffer(const String& s, int); // standard way of saying 'deep copy'  
void Set(const String& s) { Clear(); Cat(s); } // simpler implementation
```

Mirek

---