

Class `java.io.StringBufferInputStream`

```
java.lang.Object
|
+----java.io.InputStream
|
+----java.io.StringBufferInputStream
```

```
public class StringBufferInputStream
extends InputStream
```

This class implements a String buffer that can be used as an `InputStream`.

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Variable Index

- o **buffer**
The buffer where data is stored.
- o **count**
The number of characters to use in the buffer.
- o **pos**
The position in the buffer.

Constructor Index

- o **StringBufferInputStream**(String)
Creates an `StringBufferInputStream` from the specified array of bytes.

Method Index

- o **available()**
Returns the number of available bytes in the buffer.
- o **read()**

- o Reads a byte of data.
- o **read**(byte[], int, int)
Reads into an array of bytes.
- o **reset**()
Resets the buffer to the beginning.
- o **skip**(long)
Skips n bytes of input.

Variables

o **buffer**

```
protected String buffer
```

The buffer where data is stored.

o **pos**

```
protected int pos
```

The position in the buffer.

o **count**

```
protected int count
```

The number of characters to use in the buffer.

Constructors

o **StringBufferInputStream**

```
public StringBufferInputStream(String s)
```

Creates an StringBufferInputStream from the specified array of bytes.

Parameters:

s – the input buffer (not copied)

Methods

o **read**

```
public synchronized int read()
```

Reads a byte of data.

Returns:

the byte read, or -1 if the end of the stream is reached.

Overrides:

read in class InputStream

o read

```
public synchronized int read(byte b[],  
                             int off,  
                             int len)
```

Reads into an array of bytes.

Parameters:

b – the buffer into which the data is read

off – the start offset of the data

len – the maximum number of bytes read

Returns:

the actual number of bytes read; -1 is returned when the end of the stream is reached.

Overrides:

read in class InputStream

o skip

```
public synchronized long skip(long n)
```

Skips n bytes of input.

Parameters:

n – the number bytes to be skipped

Returns:

the actual number of bytes skipped.

Overrides:

skip in class InputStream

o available

```
public synchronized int available()
```

Returns the number of available bytes in the buffer.

Overrides:

available in class InputStream

o reset

```
public synchronized void reset()
```

Resets the buffer to the beginning.

Overrides:

reset in class InputStream

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