Computer Programming II **—** Homework Assignment **#**2

1. The class string defined in string 2-1.h implements parts of STL class string in Visual C 2022. Please write member functions from buffer constructor, fill constructor and copy constructor which implement from buffer constructor, fill constructor and copy constructor, respectively, in STL class string.

The output should appear as follows:

|  |
| --- |
| There are 0 errors.  There are 0 errors.  There are 0 errors.  There are 0 errors. |

2. The class string defined in string 2-2.h implements parts of STL class string in Visual C 2022. Please write member functions fill constructor and assign which implement fill constructor and assign, respectively, in STL class string.

The output should appear as follows:

|  |
| --- |
| There are 0 errors.  There are 0 errors.  There are 0 errors.  There are 0 errors.  There are 0 errors.  There are 0 errors.  There are 0 errors.  There are 0 errors. |

3. The class string defined in string 2-3.h implements parts of STL class string in Visual C 2022. Please write member functions fill constructor, insert, erase( const\_iterator where ) and erase( const size\_type off = 0, size\_type count = npos ) which implement fill constructor, insert, erase( const\_iterator where ) and erase( const size\_type off = 0, size\_type count = npos ), respectively, in STL class string.

The output should appear as follows:

|  |
| --- |
| There are 0 errors.  There are 0 errors.  There are 0 errors.  There are 0 errors.  There are 0 errors.  There are 0 errors.  There are 0 errors.  There are 0 errors.  There are 0 errors.  There are 0 errors.  There are 0 errors.  There are 0 errors. |