//string的赋值操作

#include<iostream>

#include<string>

using namespace std;

#include<algorithm>

/\*string& operator=(const char\* s);//char\*类型字符串赋值给当前的字符串

\* string& operator=(const string &s);//把字符串s赋值给当前字符串

\* string& operator=(char c);//字符赋值给当前的字符串

\* string& assign(const char \*s);//把字符串s赋值给当前字符串

\* string& assign(const char \*s,int n);//把字符串s的前n个字符赋值给当前字符串

\* string& assign(const string &s);//把字符串s赋值给当前字符串

\* string& assign(int n,char c);//把字符串s赋值给当前字符串

\*/

void test01() {

string stl1;

stl1 = "hello wrold";

cout << "stl1=" << stl1 << endl;

string stl2;

stl2 = stl1;

cout << "stl2=" << stl2 << endl;

string stl3;

stl3 = 'a';

cout << "stl3=" << stl3 << endl;

string stl4;

stl4.assign("hello c++");

cout << "stl4=" << stl4 << endl;

string stl5;

stl5.assign("hello c++", 7);

cout << "stl5=" << stl5 << endl;

string stl6;

stl6.assign(stl5);

cout << "stl6=" << stl6 << endl;

string stl7;

stl7.assign(10, 'w');

cout << "stl7=" << stl7 << endl;

}

int main() {

test01();

system("pause");

return 0;

}