

# C++ String Functions Cheat Sheet

## 1. Declaration & Initialization

`std::string s = "hello";`

`std::string s2(5, 'a'); // "aaaaa"`

`std::string s3 = s.substr(1, 3); // "ell"`

## 2. Basic Info

`s.length()` / `s.size()` - Length of string

`s.empty()` - Returns true if empty

`s[i]` - Access character

`s.front()` - First character

`s.back()` - Last character

`s.clear()` - Removes all characters

## 3. Modification

`s += "abc"` - Append string

`s.append("abc")` - Append string

`s.push_back('x')` - Append character

`s.pop_back()` - Remove last character

`s.insert(pos, "xyz")` - Insert at position

`s.erase(pos, len)` - Erase substring

`s.replace(pos, len, "xyz")` - Replace substring

## 4. Substring & Comparison

`s.substr(pos, len)` - Substring from pos

`s == s2`, `s != s2` - Compare strings

`s.compare(s2)` - Lexicographical compare (0 = equal)

## 5. Searching

s.find("abc") - Find first occurrence

s.rfind("abc") - Find last occurrence

s.find\_first\_of("aeiou") - First of any char from set

s.find\_last\_of("aeiou") - Last of any char from set

s.find\_first\_not\_of("abc") - First char not in set

## 6. Transformations

std::reverse(s.begin(), s.end()) - Reverse string

std::sort(s.begin(), s.end()) - Sort characters

std::transform(s.begin(), s.end(), s.begin(), ::tolower) - To lowercase

std::transform(s.begin(), s.end(), s.begin(), ::toupper) - To uppercase

std::unique(s.begin(), s.end()) - Remove consecutive duplicates (resize needed)

## 7. Conversions

std::stoi(s) - String to int

std::stoll(s) - String to long long

std::stod(s) - String to double

std::to\_string(n) - Number to string

## 8. Iteration

```
for (char c : s) { }
```

```
for (int i = 0; i < s.size(); ++i) { }
```

```
for (auto it = s.begin(); it != s.end(); ++it) { }
```

## 9. Splitting Using stringstream

```
#include <sstream>
```

```
std::stringstream ss(s);
```

```
std::string word;
```

```
while (ss >> word) { /* process word */ }
```

## 10. C-style Interfacing

s.c\_str() - const char\* pointer

s.data() - Pointer to internal buffer