

# Programación 2

LMAD

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# substr

```
char buffer[80];
```

```
string cutMonth;
```

```
cutMonth = buffer; //Funcion string en base a un char
```

```
string Day = cutMonth.substr(0, cutMonth.find_first_of("/"));
```

```
string Month = cutMonth.substr(3, 2);
```

```
string Year = cutMonth.substr(6, 4);
```

```
//substr te trae parte de un string en base a los parametros:
```

```
// - Inicio (Incluye desde donde busques), Zero-based
```

```
// - Fin      (No incluye el final), cantidad de caracteres a  
extraer
```

# Convertir string a int

```
#include <string>
```

```
void main(); {
```

```
int a;
```

```
string b = "123";
```

```
a = stoi(b);
```

```
}
```

# itoa

itoa

```
char * itoa ( int value, char * buffer, int radix );
```

## Convert integer to char.

Converts an integer *value* to a null-terminated string using the specified *radix* and stores the result in the given *buffer*.

# itoa

itoa

```
char * itoa ( int value, char * buffer, int radix );
```

## Parameters.:

*value* Value to be represented as a string.

*buffer* Buffer where to store the resulting string.

*radix* Numeral radix in which *value* has to be represented, between 2 and 36.

## Return Value.

A pointer to the string.

# atoi

```
int atoi(const char *string);
```

This function accepts a char and converts it into an integer.

For example, if "1234" is passed into the function, it will return 1234, an integer.

If the string contains a decimal place, the number will be truncated.

Eg, "104.21" will be returned as 104.

# atoi

```
int atoi(const char *string);
```

```
int i;
```

```
char buffer[256];
```

```
printf ("Enter a number: ");
```

```
cin >> buffer;
```

```
i = atoi (buffer);
```

```
printf ("The value entered is %d. Its  
double is %d.\n", i, i*2);
```

# Uso de chars

- ❑ strcmp

compara dos chars

- ❑ strcpy

copia el contenido de un char a otro (completo)

- ❑ strcat

concatena un char al contenido de otro



# strcmp

❑ `int strcmp ( const char * str1, const char * str2 );`

- ✓ Compare two strings
- ✓ Compares the C string `str1` to the C string `str2`.

❑ This function starts comparing the first character of each string. If they are equal to each other, it continues with the following pairs until the characters differ or until a terminating null-character is reached.

return value	indicates
<0	the first character that does not match has a lower value in <i>ptr1</i> than in <i>ptr2</i>
0	the contents of both strings are equal
>0	the first character that does not match has a greater value in <i>ptr1</i> than in <i>ptr2</i>

# strcpy

❑ `char * strcpy ( char * destination, const char * source );`

❑ Copy string

❑ Copies the C string pointed by source into the array pointed by destination, including the terminating null character (and stopping at that point).

# strcat

❑ `char * strcat ( char * destination, const char * source );`

- ✓ Concatenate strings
- ✓ Appends a copy of the source string to the destination string. The terminating null character in destination is overwritten by the first character of source, and a null-character is included at the end of the new string formed by the concatenation of both in destination.
- ✓ destination and source shall not overlap.

# `_CRT_SECURE_NO_WARNINGS`

Si muestra un error al tratar de utilizar las funciones anteriores:

SeverityCode	Description	Project	File	Line	Suppression
Error	C4996 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.	Win32Project_02	c:\users\usuario\documents\visual studio 2015\projects\win32project_02\win32project_02\source.cpp	125	

<http://stackoverflow.com/questions/16883037/remove-secure-warnings-crt-secure-no-warnings-from-projects-by-default-in-vis>

# `_CRT_SECURE_NO_WARNINGS`

Agregar el código: `_CRT_SECURE_NO_WARNINGS`

A las propiedades del proyecto: C/C++, Preprocessor.

Configuration: Active(Debug) ▼

Platform: Active(Win32) ▼

Configuration Manager...

## Configuration Properties

General

Debugging

VC++ Directories

## C/C++

General

Optimization

Preprocessor

Code Generation

Language

Precompiled Headers

Output Files

Browse Information

Advanced

All Options

Command Line

▶ Linker

▶ Manifest Tool

▶ Resources

▶ XML Document Generator

▶ Browse Information

▶ Build Events

▶ Custom Build Step

▶ Code Analysis

## Preprocessor Definitions

WIN32;\_DEBUG;\_WINDOWS;\_CRT\_SECURE\_NO\_WARNINGS;9 ▼

Undefine Preprocessor Definitions

Undefine All Preprocessor Definitions No

Ignore Standard Include Paths No

Preprocess to a File No

Preprocess Suppress Line Numbers No

Keep Comments No

## Preprocessor Definitions

Defines a preprocessing symbols for your source file.

Aceptar

Cancelar

Aplicar