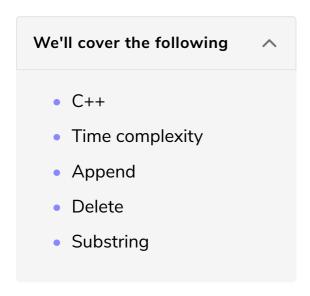
STL

In this lesson, we'll see how to use string in C++.



C++

Though strings can be represented as an array of characters, most languages have a separate type for strings.

Include statement: #include <string>

Let's see the string type in C++ and some of its methods that we will be using frequently.

The entire documentation can be found here.

```
string s; // new empty string
s.size(); // get size()
s[i]; // access character
```

Time complexity

The string data type is an array of characters and hence the operations are very similar to that on a vector; memory, time and name-wise. Points to note are

- Inserting at the end O(1)
- Inserting in between O(N)

- Deleting last character O(1)
- Deleting other characters O(N)

A quick recap, inserting or deleting middle characters requires the shifting of other characters.

Append

string has multiple methods to append to an existing string.

- ullet append(s) append another string
- += operator append another string
- $push_back(c)$ append character

```
string s1;
string s2 = "str";

s1.append(s2); // s1 = "str"
s1.push_back('i'); // s1 = "stir"
s1+="ng"; // s1 = "string"
```

Delete

- ullet erase(it) Iterator to the character to remove
- ullet erase(pos, len) erase len number of characters starting at position pos

```
string s = "example string";
s.erase(s.begin() + 7); // s = "examplestring"
s.erase(4, 6); // s = "examing"
```

Substring

The substring substr(start_pos, len) returns substring for passed start position and length (length is optional, if skipped, return the string till the end).

Here is a code snippet where the functions return 10 W. Fix it to return Hell to pass the test.

```
#include <iostream>
#include <string>
using namespace std;

string substring(string s) {
   return s.substr(3, 4);
}
```

That's all we need for easy to easy-medium string problems. We'll discuss string algorithms in later lessons. Let's discuss a solved problem in the next lesson.