


String

1 What is a String in C++?

A **string** is a sequence of characters.

In C++, we mostly use:

cpp

 Copy code

```
#include <string>
```

`std::string` is a **class** (not a primitive type).

2 Declaration

cpp

 Copy code

```
string s;
```

With namespace:

cpp

 Copy code

```
std::string s;
```

3 Initialization (ALL WAYS)

```
cpp

string s1 = "hello";
string s2("hello");
string s3(5, 'a');      // "aaaaa"
string s4 = s1;         // copy
string s5 = s1 + s2;    // concatenation
```

 Copy code

Input:

```
cpp

string s;
cin >> s;           // no spaces
getline(cin, s);    // with spaces
```

 Copy code

⚠ If using `getline` after `cin`:

```
cpp

cin.ignore();
getline(cin, s);
```

 Copy code

4 Access Characters

```
cpp

s[i];      // no bounds check
s.at(i);   // bounds checked
s.front(); // first char
s.back();  // last char
```

 Copy code

Return type: `char`

5 Length / Size

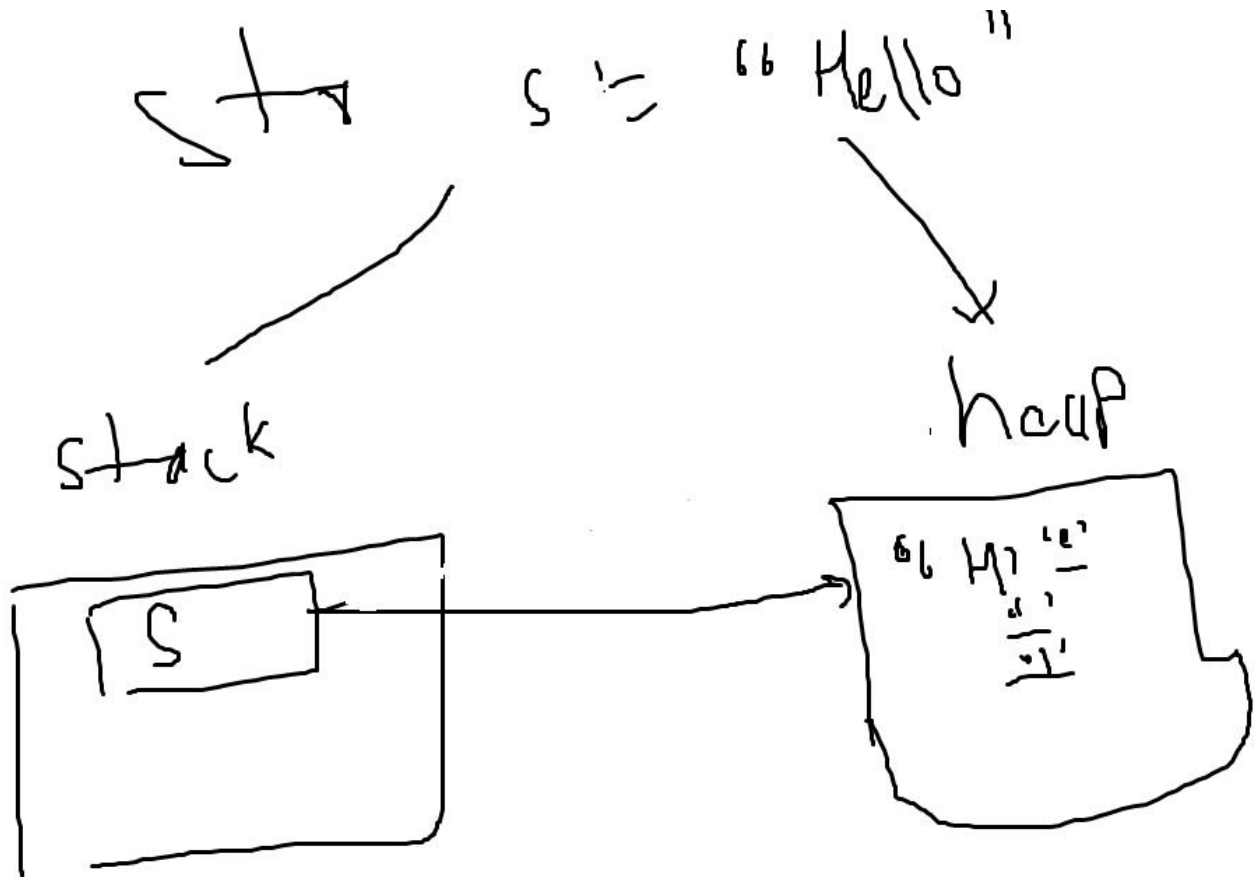
```
cpp

s.length();
s.size();
```

 Copy code

Return type: `size_t` (unsigned int)

Memory Allocation




In C++. Vars (local) are usually stored in stack, but large/dynamic data is stored in heap & the variable stores a pointer to it.

IMP Methods

6 Commonly Used STRING METHODS (VERY IMPORTANT)

◆ append()

cpp


 Copy code

```
s.append("abc");  
s += "abc";
```

Return type: `string&`

◆ push_back() / pop_back()

cpp

 Copy code

```
s.push_back('a');  
s.pop_back();
```

Return type:

- `push_back()` → `void`
- `pop_back()` → `void`

◆ substr()

cpp

 Copy code

```
string sub = s.substr(pos, len);
```

Return type: `string`

Example:


cpp

 Copy code

```
s = "hello";  
s.substr(1, 3); // "ell"
```

◆ find()

cpp


 Copy code

```
s.find("abc");  
s.find('a');
```

Return type: `size_t`

If NOT found:

cpp

 Copy code

```
string::npos
```

◆ erase()

cpp


 Copy code

```
s.erase(pos, len);
```

Return type: `string&`

◆ insert()

cpp

 Copy code

```
s.insert(pos, "abc");
```

Return type: `string&`

◆ replace()

cpp

 Copy code

```
s.replace(pos, len, "abc");
```

Return type: `string&`

◆ clear()

cpp

 Copy code

```
s.clear();
```

Return type: void

◆ empty()

cpp


 Copy code

```
s.empty();
```

Return type: bool

◆ compare()

cpp

 Copy code

```
s1.compare(s2);
```

Return type: int


Returns:

- 0 → equal
- <0 → s1 < s2
- >0 → s1 > s2

String Comparison

7 String Comparison (MOST USED)

cpp

 Copy code

```
if (s1 == s2)
if (s1 != s2)
if (s1 < s2)
```

Lexicographical comparison.

Conversion String <-> Number

8 Convert String ↔ Number

cpp

 Copy code

```
int x = stoi("123");
long l = stol("123");
double d = stod("12.3");


string s = to_string(123);
```

Traversing

9 Traverse a String

Using index

cpp

 Copy code

```
for (int i = 0; i < s.length(); i++)
    cout << s[i];
```

Range-based

cpp

 Copy code

```
for (char c : s)
    cout << c;
```

Reverse & Sorting

10 Reverse a String

cpp

 Copy code

```
reverse(s.begin(), s.end());
```

Header:


cpp

 Copy code

```
#include <algorithm>
```

1 1 Sorting a String

cpp

 Copy code

```
sort(s.begin(), s.end());
```