

```

    }
}
// 1. I need to type "#include <vector>" first.
// 2. I could type "vector<type> nameOfVector(numberOfElements,
    eachInitialElement)" to declare a vector, "eachInitialElement" is optional.
// 3. I could use ".size()" function to fetch the length of vector.
// 4. I could assign the elements of vector from an array & declare a null
    vector & assign the elements of vector from another vector in C++.

// String
void practiceHowToUseString() {
    string firstString;
    string secondString("Hello World");
    firstString = secondString;

    cout << "\n\n\nThe content of secondString is \"" << secondString <<
        "\", and its length is " << secondString.size() << "." << endl;
    cout << "The content of firstString is \"" << firstString << "\", too."
        << endl;

    char characterArray[] = "Tina";
    firstString = characterArray;
    cout << "The content of firstString is \"" << firstString << "\"." <<
        endl;
    //characterArray = secondString;    /* Prohibition! */
    cout << firstString + " " + secondString << endl;

    string tellHerMyThinking("I Love Her");
    cout << endl;
    for (int i = 0; i <= tellHerMyThinking.length(); i++) {
        cout << tellHerMyThinking[i] << endl;
    }

    firstString = firstString.assign(secondString, 0, 7);
    cout << firstString << endl;
    firstString = firstString.append(tellHerMyThinking, 0, 5);
    cout << firstString << endl;
    cout << firstString.find("I", 0) << endl;
    cout << firstString.insert(7, "indy, ") << endl;
    cout << firstString.insert(18, "e another girl! ") << endl;
}

// 1. I need to type "#include <string>" first.
// 2. String is a different kind of type of data in C++, it could be used to
    store several words.
// 3. String could be assigned new value & string directly, and we also
    could assign some characters from the array of character to a string.
    However, we could not assign new data from string to the array of
    character. Therefore, I had better use string instead of char[].
// 4. We also could declare a null string.
// 5. We could use "stringName[i]" to extract the particular character from
    the string.
// 6. .assign() function could be used to create string from another string.

```