#include<iostream>

using namespace std;

class MyString {

char\* text;

size\_t length;

void SetLength(size\_t length) {

this->length = length;

}

public:

MyString() : text(nullptr), length(0) {}

MyString(const char\* text) {

SetText(text);

}

MyString(const MyString& other) {

SetText(other.GetText());

}

MyString& operator=(const MyString& other) {

SetText(other.GetText());

return \*this;

}

size\_t GetLength()const {

return length;

}

char\* GetText()const {

return text;

}

void SetText(const char\* text) {

int l = strlen(text);

this->text = new char[l + 1]{};

strcpy\_s(this->text, l + 1, text);

SetLength(strlen(this->text));

}

void Append(const char\* text) {

if (text) {

auto l = GetLength() + strlen(text);

auto newtext = new char[l + 1]{};

strcat\_s(newtext,GetLength()+1, GetText());

strcat\_s(newtext, GetLength()+strlen(text)+1, text);

SetText(newtext);

delete[]newtext;

newtext = nullptr;

}

}

~MyString()

{

delete[]text;

}

};

void main() {

MyString a = "Salam";

a.Append("Bye bye");

MyString b;

b = a;

//a.GetText()[0] = 'B';

//a.SetLength(100);

cout << a.GetText() << endl;

//cout << b.GetText() << endl;

}