For C++ strings

you use stringstream classes.

#include <sstream>

#include <string>

using namespace std;

// string to int

string some\_string;

istringstream buffer(some\_string);

int some\_int;

buffer >> some\_int;

// int to string

int some\_int;

ostringstream buffer;

buffer << some\_int;

string some\_string = buffer.str();

Using a user-defined function (must #include <sstream>)

int CStrInt(string strIn);

int CStrInt(string strIn)

{

istringstream buffer(some\_string);

int some\_int;

buffer >> some\_int;

return some\_int;

}

string CIntStr(int intIn);

string CIntStr(int intIn)

{

ostringstream buffer;

buffer << some\_int;

string some\_string = buffer.str();

return some\_string;

}