

My own String class

0.2

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Chapter 1

Test List

Member **TEST_CASE** ("1) Testing MyString")

- 1) Testing `MyString` Constructor
- 2) Testing `MyString` Constructor Empty
- 3) Testing `MyString` Compare Method
- 4) Testing `MyString` Revert Method
- 5) Testing `MyString` `<<` operator

Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

MyString	7
------------------------------------	---

Chapter 3

File Index

3.1 File List

Here is a list of all files with brief descriptions:

main.cpp	13
MyString.cpp	14
MyString.h	15
testMyString.cpp	16

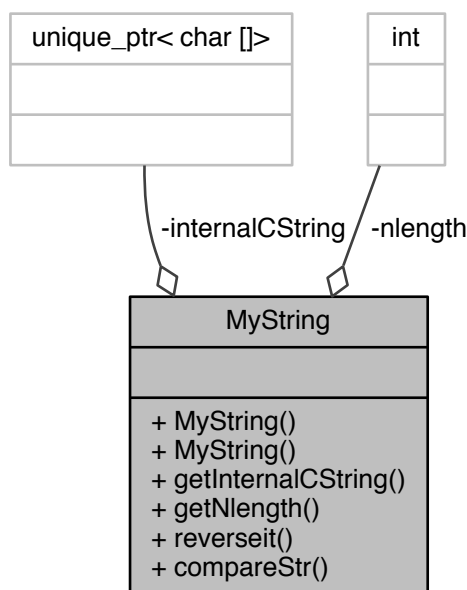
Chapter 4

Class Documentation

4.1 MyString Class Reference

```
#include <MyString.h>
```

Collaboration diagram for MyString:



Public Member Functions

- [MyString](#) ()
- [MyString](#) (const char *cString)
- char * [getInternalCString](#) () const
- int [getNlength](#) () const
- void [reverseit](#) ()
- int [compareStr](#) (const [MyString](#) &lhs, const [MyString](#) &rhs)

Private Attributes

- `unique_ptr< char []>` [internalCString](#)
- `int` [nlength](#)

Friends

- `ostream &` [operator<<](#) (`ostream &os`, `const` [MyString](#) &`myString`)

4.1.1 Constructor & Destructor Documentation

4.1.1.1 [MyString\(\)](#) [1/2]

```
MyString::MyString ( )
```

Default Constructors. Creates an object with empty string.

4.1.1.2 [MyString\(\)](#) [2/2]

```
MyString::MyString (
    const char * cString )
```

Constructor with one parameter In

Parameters

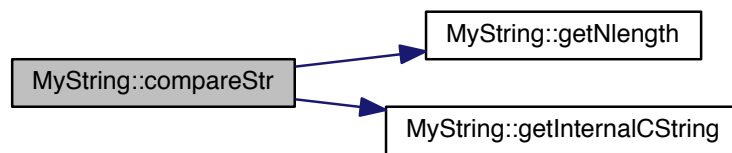
cString	String to create
-------------------------	------------------

4.1.2 Member Function Documentation

4.1.2.1 [compareStr\(\)](#)

```
int MyString::compareStr (
    const MyString & lhs,
    const MyString & rhs )
```

Here is the call graph for this function:



Here is the caller graph for this function:



4.1.2.2 `getInternalCString()`

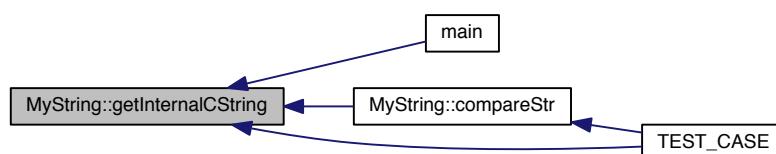
```
char * MyString::getInternalCString ( ) const
```

Get Object's string data member

Returns

object's string data member

Here is the caller graph for this function:



4.1.2.3 getNlength()

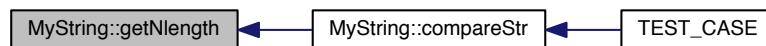
```
int MyString::getNlength ( ) const
```

Get the objects string length

Returns

object string length

Here is the caller graph for this function:



4.1.2.4 reverseit()

```
void MyString::reverseit ( )
```

Reverse: will reverse the order of string chars Here is the caller graph for this function:



4.1.3 Friends And Related Function Documentation

4.1.3.1 operator<<

```
ostream& operator<< (
    ostream & os,
    const MyString & myString ) [friend]
```

Operator overload << for `MyString` class

Parameters

<i>os</i>	system os
<i>myString</i>	reference to object

Returns

os output of object

4.1.4 Member Data Documentation

4.1.4.1 internalCString

```
unique_ptr<char [ ]> MyString::internalCString [private]
```

Smart Pointer to internal String

4.1.4.2 nlength

```
int MyString::nlength [private]
```

The documentation for this class was generated from the following files:

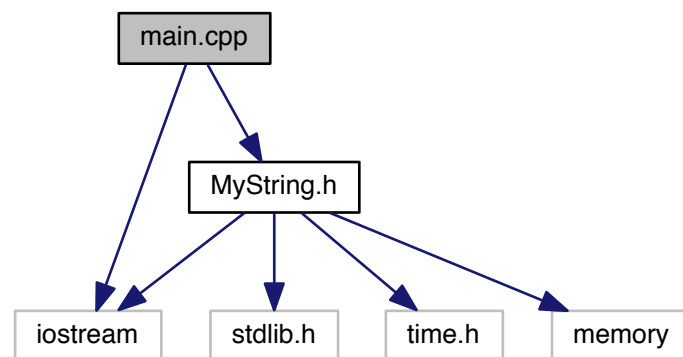
- [MyString.h](#)
- [MyString.cpp](#)

Chapter 5

File Documentation

5.1 main.cpp File Reference

```
#include <iostream>
#include "MyString.h"
Include dependency graph for main.cpp:
```



Functions

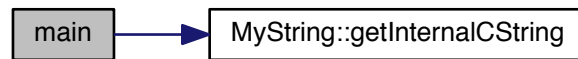
- int [main](#) (void)

5.1.1 Function Documentation

5.1.1.1 main()

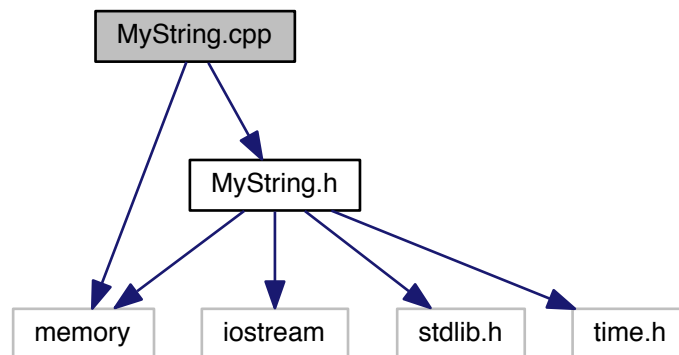
```
int main (  
    void )
```

Here is the call graph for this function:



5.2 MyString.cpp File Reference

```
#include <memory>  
#include "MyString.h"  
Include dependency graph for MyString.cpp:
```



Functions

- ostream & [operator<<](#) (ostream &os, const [MyString](#) &myString)

5.2.1 Function Documentation

5.2.1.1 operator<<()

```
ostream& operator<< (
    ostream & os,
    const MyString & myString )
```

Operator overload << for MyString class

Parameters

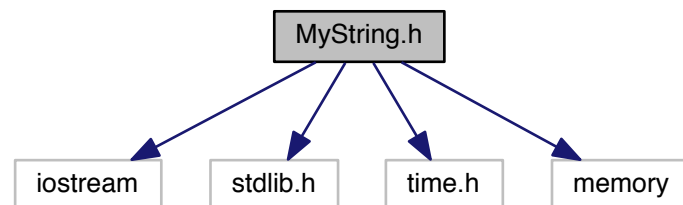
<i>os</i>	system os
<i>myString</i>	reference to object

Returns

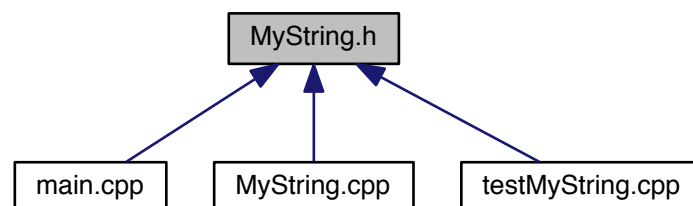
os output of object

5.3 MyString.h File Reference

```
#include <iostream>
#include <stdlib.h>
#include <time.h>
#include <memory>
Include dependency graph for MyString.h:
```



This graph shows which files directly or indirectly include this file:



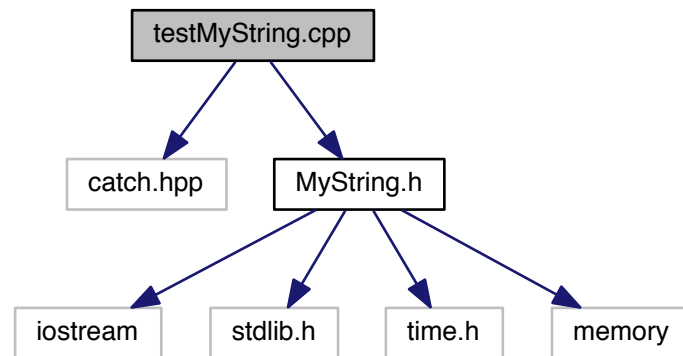
Classes

- class [MyString](#)

5.4 testMyString.cpp File Reference

```
#include "catch.hpp"
#include "MyString.h"
```

Include dependency graph for testMyString.cpp:



Macros

- #define [CATCH_CONFIG_MAIN](#)

Functions

- [TEST_CASE](#) ("1) Testing [MyString](#)")

5.4.1 Macro Definition Documentation

5.4.1.1 CATCH_CONFIG_MAIN

```
#define CATCH_CONFIG_MAIN
```

5.4.2 Function Documentation

5.4.2.1 TEST_CASE()

```
TEST_CASE (
    " 5 )
```

Test 1) Testing [MyString](#) Constructor

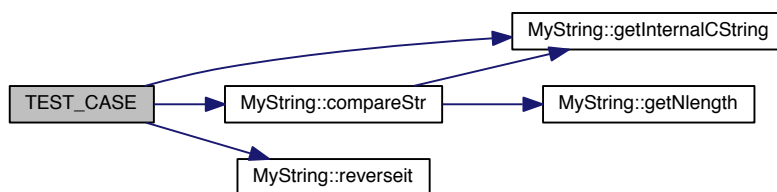
Test 2) Testing [MyString](#) Constructor Empty

Test 3) Testing [MyString](#) Compare Method

Test 4) Testing [MyString](#) Revert Method

Test 5) Testing [MyString](#) << opearator

Here is the call graph for this function:



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