Computer Programming II **—** Homework Assignment **#**2

1. The class string defined in string 2-1.h implements parts of STL class string in Visual C 2022. Please write member functions from buffer constructor, fill constructor and copy constructor which implement from buffer constructor, fill constructor and copy constructor, respectively, in STL class string.

The output should appear as follows:

|  |
| --- |
| There are 0 errors.  There are 0 errors.  There are 0 errors.  There are 0 errors. |

2. The class string defined in string 2-2.h implements parts of STL class string in Visual C 2022. Please write member functions fill constructor and assign which implement fill constructor and assign, respectively, in STL class string.

The output should appear as follows:

|  |
| --- |
| There are 0 errors.  There are 0 errors.  There are 0 errors.  There are 0 errors. |

3. The class string defined in string 2-3.h implements parts of STL class string in Visual C 2022. Please write member functions fill constructor and push\_back which implement fill constructor and push\_back, respectively, in STL class string.

The output should appear as follows:

|  |
| --- |
| There are 0 errors.  There are 0 errors.  There are 0 errors.  There are 0 errors. |

4. The class string defined in string 2-4.h implements parts of STL class string in Visual C 2022. Please write member functions fill constructor and resize which implement fill constructor and resize, respectively, in STL class string.

The output should appear as follows:

|  |
| --- |
| There are 0 errors.  There are 0 errors.  There are 0 errors.  There are 0 errors. |