USACO Bronze Basic A - 9. Strings

1. Strings

- The class provided by the C++ STL, literally a class that handles strings.
- In C, strings are handled in the form of char[], but in C++, strings are used as a type of variable, making it much more versatile and easier to handle strings.
- Unlike char[], the '\0' character is not inserted at the end of the string, and the length of the string can be changed dynamically.

2. I/O of Strings

- Input/output is possible with the C++ input/output method, cin and cout, and the getline function can also be used, so we need to include header file name iostream
- scanf and printf in C cannot be used.

```
string str; // create string

cin >> str; // Receives the string before the space.

getline(cin, str); // The string up to '\n', that is, the entire line is input. (with spaces)

getline(cin, str, 'a') // Gets the string up to 'a' character.

getline(cin, str, '\n') //== getline(cin, str)

cout << str; // print a string

string str;

getline(cin, str);

cout << "str : " << str << '\n';

getline(cin, str, 'd');

cout << "str : " << str << '\n';

cin >> str;
```

3. Initialize Strings

• We have to include header file name string like #include<string>



4. Operation for Strings

- Operators such as <, >, ==, and + can be used with the string class.
- String comparison (<, >, ==): You can compare the dictionary order of two strings or check whether they are identical.
- String concatenation (+): Connects two strings.

5. Member functions for Strings

