Beskrivning

To make C++ programs more interactive, we can let the user input something to the program. To do this we can use the cin function. When we wanted to print out stuff with cout we used "<<", now we want it to go in the other direction so we need to change the direction also there to ">>".

See the following example:

```
std::string country;
std::cout << "Enter your favorite country: ";
std::cin >> country;
std::cout << country << " is the best country in the world!";</pre>
```

When we use *string*, everything in the user input to the program will be considered as a *string*.

If the user wants to use the input as a number to do calculation, the type of the variable to be used with *cin* should normally be an integer.

But you can also convert the input between *string* and *integer*. One reason to use *string* input is that in strings all input characters are handled as string. If you enter "tio" or something when you have *integer* as type it will be stored as 0.

You can use the *find_first_not_of* operand to validate input on a string.

If you use string you can for example check the input to make sure it is only digits in the input then convert it to *integer*.

```
std::string days;
int tomorrow;
std::cout << "How many days are left until Friday? ";
std::cin >> days;
tomorrow = std::stoi(days) - 1;
std::cout << "Tomorrow it is only" << tomorrow << "days left!";</pre>
```

Exercise 2b

- Create a program which will ask the user how old he/she is and save it to a std::string variable
- Convert the variable into an integer and increase it by 10
- Print out "In ten years you will be X years old!" where X is the variable

Information

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