# Conversion of String to char array and char array to String in C++

# Convert String to char array

## 1. The c\_str() and strcpy() function in C++

C++ c\_str() function along with C++ String strcpy() function can be used to convert a string to char array easily.

The c\_str() method represents the sequence of characters in an array of string followed by a null character ( $^{\prime}$ \0'). It returns a null pointer to the string.

#### Syntax:

```
string-name.c str();
```

## Algorithm:

- At first, we use c\_str() method to get all the characters of the string along with a terminating null character.
- Further, we declare an empty array of type char to store the result i.e. result of the conversion of string to char array.
- Finally, we use strcpy() method to copy the character sequence generated by the c str() method to the empty char array.

```
#include <bits/stdc++.h>
using namespace std;
int main()
{
    string str = "";
    cout<<"Enter the string:\n";
    //cin>>str;
```

## 2. String to Char Array Conversion in C++ Using for Loop in

For the conversion of char array to a string, we can use C++ for loops with ease.

- Initially, we create an empty array of type char
- After this, we iterate through the input string
- While iterating, we store the characters into the char array.

```
#include <bits/stdc++.h>
using namespace std;
int main()
{
    string str = "";
    cout<<"Enter the string:\n";

    getline (cin, str);
    cout<<str;
        char arr[str.length() + 1];
    cout<<"String to char array conversion:\n";
    for (int x = 0; x < sizeof(arr); x++) {
        arr[x] = str[x];</pre>
```

```
cout << arr[x];
}
return 0;
}</pre>
```

# Convert Char Array to String in C++

The mentioned techniques can be used to convert a char array to string in C++:

- 1. The '+' operator
- 2. C++ overloaded '=' operator
- 3. C++ inbuilt-constructor
- 1. The '+' operator

C++ provides us with '+' operator to concatenate or add data items to a variable.

We create a new empty string to store the result.

Taking it ahead, we use a for loop to traverse through the input char array. In the process of traversing through the array, we use '+' operator to concatenate the characters to the string.

```
#include <bits/stdc++.h>
using namespace std;
int main()
{
         char arr[] = { 'H', 'i',' ', 'H', 'e', 'I', 'I', 'o', 'C', 'I', 'a', 's', 's' };
         int size_arr = sizeof(arr) / sizeof(char);
         string str = "";
         for (int x = 0; x < size_arr; x++) {
               str = str + arr[x];
         }
}</pre>
```

```
cout<<"Converted char array to string:\n";
cout << str << endl;
return 0;
}</pre>
```

## 2. C++ overloaded '=' operator

C++ has got the concept of overloading which makes an operator perform other operations apart from the basic or default operation.

Initially, we create a new empty string.

We use the overloaded '=' operator to store the data items character by character into the newly created empty string.

## **Example:**

```
#include <bits/stdc++.h>
using namespace std;
int main()
{
          char arr[] = { 'H', 'i',' ','H', 'e', 'l', 'l', 'o', 'C', 'l', 'a', 's', 's' };
          int size_arr = sizeof(arr) / sizeof(char);
          string str = "";
          str = arr;
          cout<<"Converted char array to string:\n";
          cout << str << endl;
          return 0;
}</pre>
```

# 3.C++ String inbuilt constructor

In the context of conversion of char array to string, we can use C++ String Constructor for the same.

## Syntax:

string string-name(char array-name);

This constructor takes a sequence of characters terminated by a null character as an input parameter.

Note: This constructor string string() can be used only at the time of string declaration throughout the program.

```
#include <bits/stdc++.h>
using namespace std;
int main()
{
          char arr[] = { 'H', 'i',' ', 'H', 'e', 'I', 'I', 'o', 'C', 'I', 'a', 's', 's' };
          int size_arr = sizeof(arr) / sizeof(char);
          string str(arr);
          cout<<"Converted char array to string:\n";
          cout <<str<< endl;
          return 0;
}</pre>
```