**STRING IN C++**

1. C++ Gi srtring m¤ú‡K© Rvb‡ev|
2. String Gi wKQz built in function m¤ú‡K© Rvb‡ev|
3. Space mn wKfv‡e input wb‡Z nq Zv †`L‡ev|
4. Word by word wKfv‡e †ei Ki‡Z nq Zv †`L‡ev|
5. Iterator m¤ú‡K© Rvb‡ev|

**String:**

String is a C++ built in class that are uses for string data type.

**Initialization**:

string (variable\_name) = “string value goes here”.

String s = “I am sabbir”;



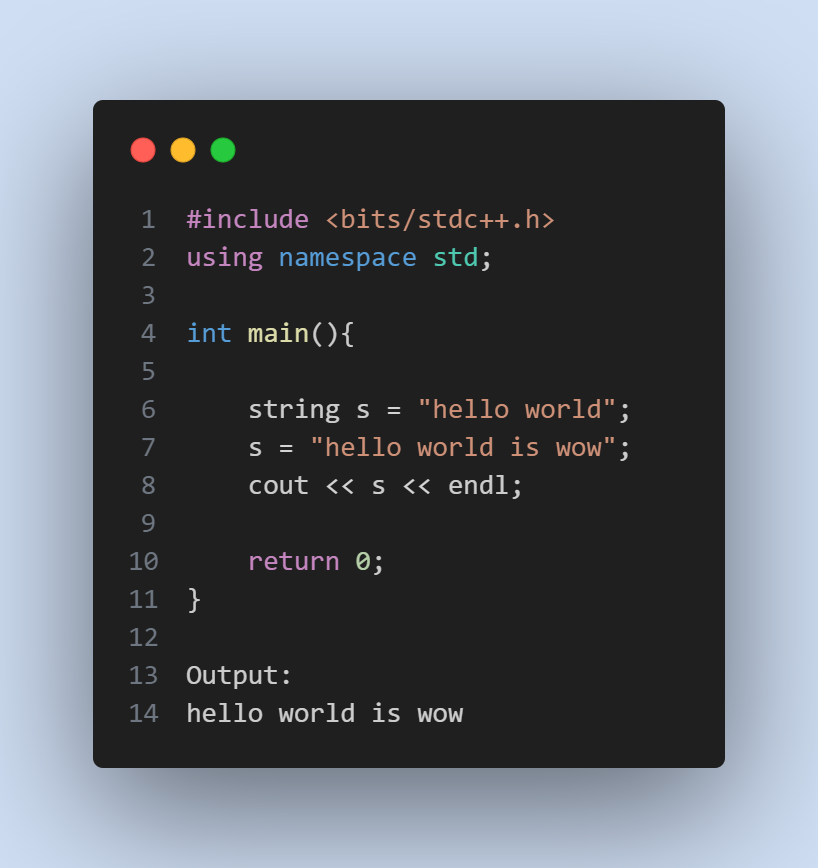
* **You can also added value or replace data**

Ex1:

string s = “hello world”;

s = “I am sabbir”; // Replace new value

s = “hello world is wow”; // added new value



Ex2:

string s1 = “hello world”;

string s2 = “new world”;

s1 = s2 // s1 will replace with s2 value/data



**Some Built in function are uses in string:**

1. **String capacity:**

string s = “hello world”;

1. s.size() => It return the length of a string.

Ex:

String s = “hello”;

s.size() // return the size of this s string which is 5.



1. s.length() => It return the length of a string.

Ex:

String s = “hello”;

s.length() // return the size of this s string which is 5.



1. s.max\_size() => It return the maximum size of this (s) string that how many data this string can store.

Ex:

String s = “hello”;

s.size() // return the max size of this s string which is 1073741823.

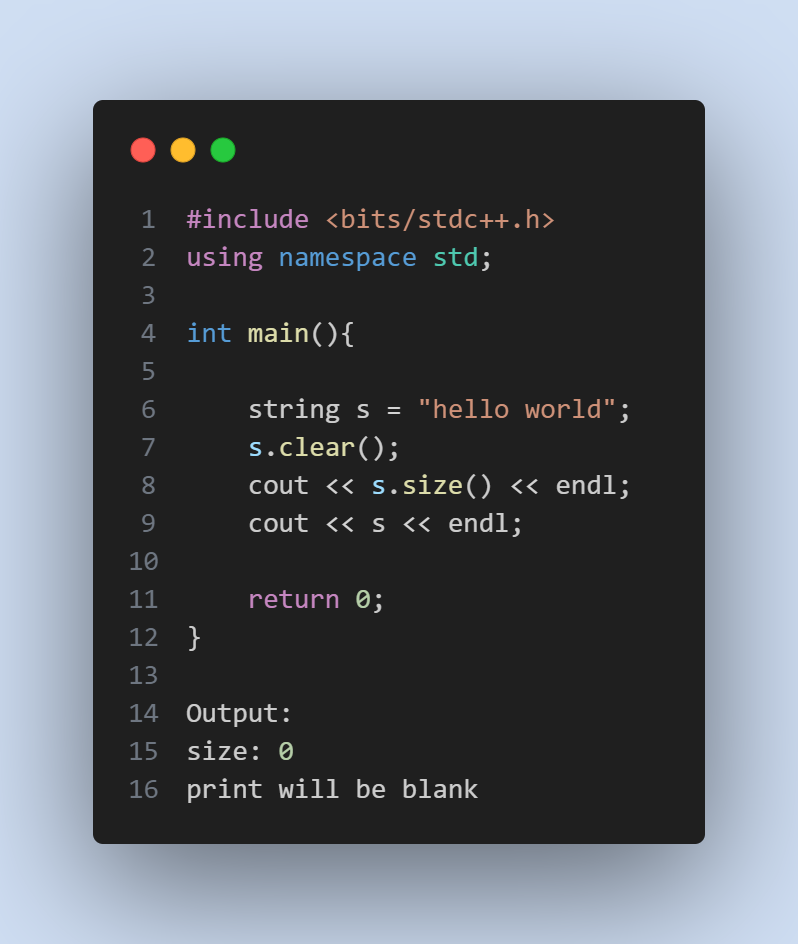


1. s.clear() => It will clear/remove/delete all the data of this (s) string and the size will be 0;

Ex:

String s = “hello”;

s.clear() // return the empty vlaue which is 0. It means the is no value.



1. s.empty() => It will return true/false based on the string is empty or not.

Ex:

String s = “hello”;

s.empty() // return true/false based on there is any value has on the string.

In this case

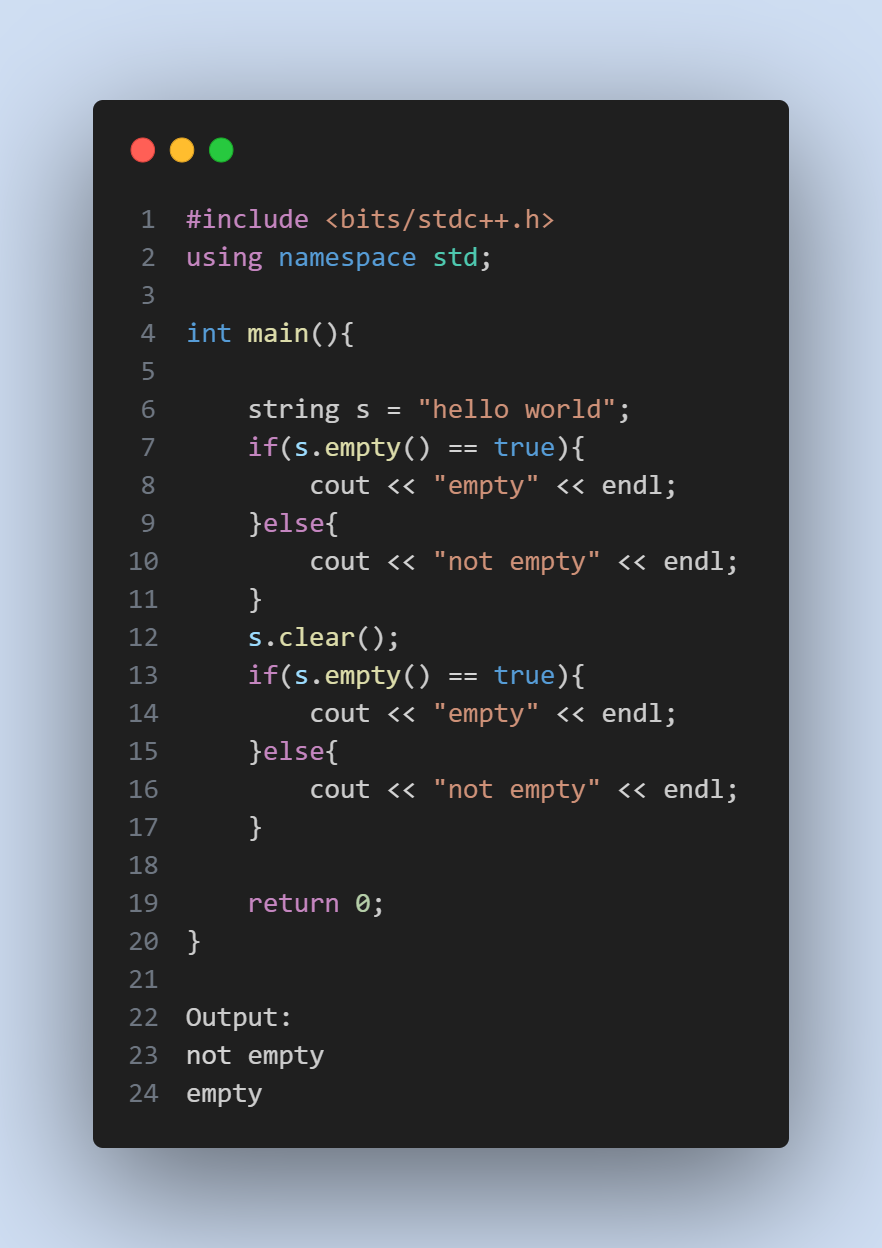
if(s.empty() == true){

return true; // it will return true

}else{

return false;

}



1. s.resize() => It will extend or remove the value of a string.

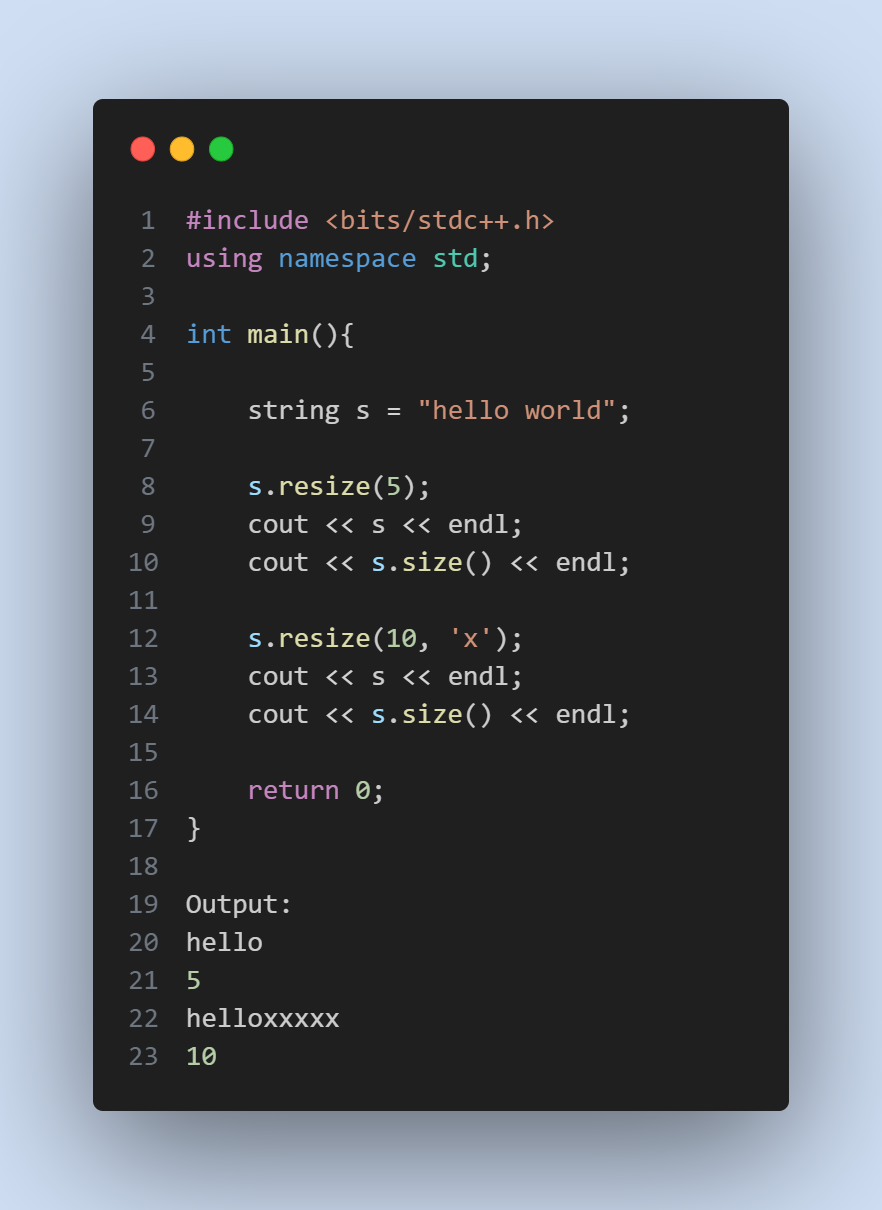
Ex:

String s = “hello world”;

s.resize(5) // return length 5 and vlaue “hello”.

s.resize(10) // return length 10 and value “helloNULNULNULNULNUL”.

s.resize(10, ‘X’) // return length 10 and value “helloxxxxx”. We can replace NUL value by any character.



1. **Element Access:**