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public member function
std::stringbuf::str
<sstream>

```

get (1) string str() const;
set (2) void str (const string& str);

```

Get/set the string content

The first form (1) returns a [string](#) object with a copy of the current contents in the *stream buffer*.

The second form (2) sets *str* as the contents of the *stream buffer*, discarding any previous contents. The object preserves its *open mode*: if this includes `ios_base::ate`, the *put pointer* (*pptr*) is moved to the end of the new sequence.

Parameters

str

A [string](#) object, whose content is copied.

Return Value

For (1), a [string](#) object with a copy of the current contents in the *stream buffer*.

Example

```

1 // stringbuf example
2 #include <string>           // std::string
3 #include <iostream>         // std::cout, std::ostream, std::hex
4 #include <sstream>          // std::stringbuf
5
6 int main ()
7 {
8     std::stringbuf buffer;           // empty buffer
9
10    std::ostream os (&buffer);       // associate stream buffer to stream
11
12    // mixing output to buffer with inserting to associated stream:
13    buffer.sputn ("255 in hexadecimal: ",20);
14    os << std::hex << 255;
15
16    std::cout << buffer.str();
17
18    return 0;
19 }

```

255 in hexadecimal: ff

Data races

Accesses (1) or modifies (2) the [stringbuf](#) object. Concurrent access to the same object may cause data races.

Exception safety

Basic guarantee: if an exception is thrown, the object is in a valid state.

See also

[stringbuf::stringbuf](#) Construct a string stream buffer object ([public member function](#))

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