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ostream::ostream

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public member function

std::ostream::str

<sstream>

```
string str() const;
void str (const string& s);
```

Get/set content

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

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

Internally, the function calls the `str` member of its [internal string buffer](#) object.

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 // ostream::rdbuf
2 #include <string>      // std::string
3 #include <iostream>    // std::cout
4 #include <sstream>     // std::ostream
5
6 int main () {
7     std::ostream oss;
8     oss << "One hundred and one: " << 101;
9     std::string s = oss.str();
10    std::cout << s << '\n';
11    return 0;
12 }
```

One hundred and one: 101

Data races

Accesses (1) or modifies (2) the `ostream` 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

ostream::ostream

Construct an object and optionally initialize its content ([public member function](#))

stringbuf::str

Get/set the string content ([public member function](#))

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