

August 8th, 2005,

07:53 PM

#8



Join Date: Feb 2003 Posts:

#### Re: cin.getline vs string::getline

The other version of getline isn't a remnant of C itself, it just works with C style strings. The decision of which getline version to use is simple: use whichever version is appropriate for the type of string you are using.

The decision of which type of string to use is more complicated, although most people, including myself, will strongly advise you to use the C++ string for the reasons already mentioned.

And, unfortunately, C style strings and the other version of getline are still very common in modern projects by beginners, since most tutorials and beginning level books start off with C style strings and move to C++ strings later if at all.









Reply With Quote

Oct 2000

London, England 4,773

Join Date:

Location:

Posts:



# Re: cin.getline vs string::getline

Originally Posted by SuperKoko

You must use the getline(istream &,std::string &)

· It is safe.

The old C style function is unlikely to be used in modern projects.

It is relatively safe, but if you happen to have a 4GB that has no newline characters you are likely to run into a problem, possibly a bad\_alloc.







Reply With Quote



### Re: cin.getline vs string::getline

Q Originally Posted by NMTop40

It is relatively safe, but if you happen to have a 4GB that has no newline characters you are likely to run into a problem, possibly a bad\_alloc.

Any program attempting to read that large a file in one read disserves to be crashed the crashed that large a file in one read disserves to be crashed the crashed that large a file in one read disserves to be crashed that large a file in one read disserves to be crashed that large a file in one read disserves to be crashed that large a file in one read disserves to be crashed that large a file in one read disserves to be crashed that large a file in one read disserves to be crashed that large a file in one read disserves to be crashed that large a file in one read disserves to be crashed that large a file in one read disserves to be crashed that large a file in one read disserves to be crashed that large a file in one read disserves to be crashed that large a file in one read disserves to be crashed that large a file in one read disserves to be crashed that large a file in one read disserves to be crashed that large a file in one read disserves to be crashed that large a file in one read disserves to be crashed that large a file in one read disserves that large a file i









Reply With Ouote



## Re: cin.getline vs string::getline

You may think it's reading one line but because of newline issues (eg if it's reading on Windows a file imported from UNIX with '\n' instead of '\r\n' line endings) it may not find the newline it is looking for.

Fortunately, such exceptions can be caught and handled.

A good program that reads files will always handle corrupt data gracefully.





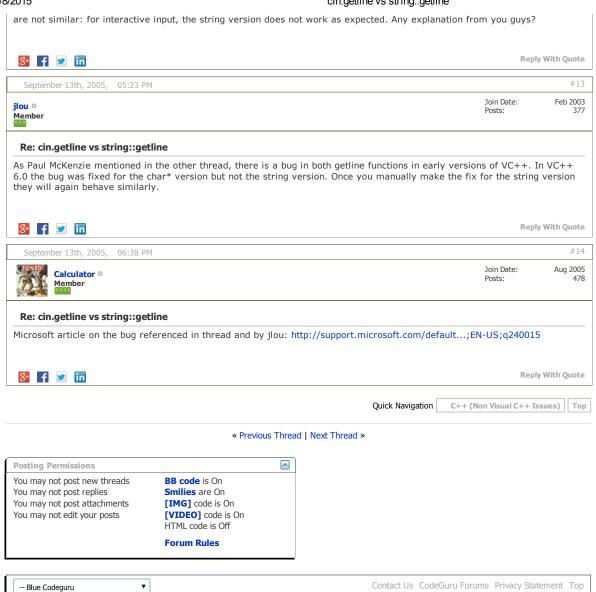


Reply With Quote



#### Re: cin.getline vs string::getline

Interesting discussion. I'm coming from a recent thread discussing these functions and I found that for Visual C++ 6.0 they



Acceptable Use Policy



Terms of Service | Licensing & Reprints | Privacy Policy | Advertise Copyright 2015 QuinStreet Inc. All Rights Reserved.

All times are GMT -5. The time now is 10:09 PM.

Copyright Quinstreet Inc. 2002-2015