



HTML5: An Introduction  
Download The Free eBook

User Name

Password

Help

Register

☐ Remember Me?

Not having data governance can hurt your business. Download this eBook to learn how to take control now.

Forum

What's New?

[New Posts](#) [FAQ](#) [Calendar](#) [Forum Actions](#) [Quick Links](#)[Advanced Search](#)[Forum](#) [Visual C++ & C++ Programming](#) [C++ \(Non Visual C++ Issues\)](#) cin.getline vs string::getline

If this is your first visit, be sure to check out the [FAQ](#) by clicking the link above. You may have to [register](#) or [Login](#) before you can post: click the register link above to proceed. To start viewing messages, select the forum that you want to visit from the selection below.

Results 1 to 14 of 14

**Thread: cin.getline vs string::getline**[G+](#) [Share](#)  [Share](#)  [Tweet](#)  [Share](#)[Thread Tools](#) [Display](#)

August 8th, 2005, 05:01 PM

#1

**kiawud**   
Junior MemberJoin Date: Aug 2005  
Posts: 3**cin.getline vs string::getline**

Hello,

Sorry if this is a dumb question (or already been answered). I'm trying to figure out what the difference is between using:

```
cin.getline(mybuffer, '\n')  
and  
getline(cin, mybuffer, '\n')
```

Any thoughts/pointers would be greatly appreciated.

TIA,

-Hani

[Reply With Quote](#)

August 8th, 2005, 05:04 PM

#2

**stober**   
Senior MemberJoin Date: Jun 2002  
Posts: 1,417**Re: cin.getline vs string::getline**

cin.getline -- used with c-style character arrays  
getline(cin ...) used with c++ std::string  
There is probably an FAQ about this.

[Reply With Quote](#)

August 8th, 2005, 05:20 PM

#3

**kiawud**   
Junior MemberJoin Date: Aug 2005  
Posts: 3**Re: cin.getline vs string::getline**

I figured the difference would be between an old C style function and C++ ... Are there any advantages between using one over the other?

TIA,

-Hani

P.S.: I have looked through Google to find any information, but couldn't find anything relevant.

[Reply With Quote](#)  
TeamFo  
by CollabNetBetter software happens  
with TeamForge.[Learn More](#)  
Check out the  
Windows Mobile Develop

August 8th, 2005, 05:48 PM

#4

stober

Senior Member

Join Date: Jun 2002

Posts: 1,417

Re: cin.getline vs string::getline

There are several advantages of using std::string style --  
(1) if you're writing c++ then use c++ whenever possible.  
(2) using std::string you don't have to worry about buffer allocation and probably buffer overflow.  
(3) there are probably other advantages I can't think of at the moment. but #2 alone makes it worth using

Reply With Quote

August 8th, 2005, 05:50 PM

#5

NMTOP40

Elite Member

Power Poster

Join Date: Oct 2000

Location: London, England

Posts: 4,773

Re: cin.getline vs string::getline

presumably you mean

Code:

```
std::getline( cin, myString, '\n' );
```

This is a free function, and decouples std::istream (streaming) from the string class, thus there is no dependency on std::istream to std::string.

Reply With Quote

August 8th, 2005, 05:52 PM

#6

SuperKoko

Elite Member

Power Poster

Join Date: Feb 2005

Location: Normandy in France

Posts: 4,590

Re: cin.getline vs string::getline

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

- It is easy to use when the other parts of the project use std::string.
- It is safe.
- It reads easily strings with size undefined at compile time.

With cin.getline, you need to do some manual reallocations when the buffer is too small (or to write buggy code with potential buffer overflows.... but i hope you even don't think doing that).

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

Reply With Quote

August 8th, 2005, 06:00 PM

#7

kiawud

Junior Member

Join Date: Aug 2005

Posts: 3

Re: cin.getline vs string::getline

Thanks everyone. The replies were pretty much what I figured (but I wanted to make sure).

Just to recap:

string::getline advantages include:  
1) True C++ function (cin.getline is a remnent of old C)  
2) Utilizes the 'string' class which has better support for memory allocation (specifically, less likely to suffer buffer overflows than char arrays)

Sound about right?

TIA,

-Hani

Reply With Quote

August 8th, 2005, 07:53 PM

#8

Already checked your inbox

Then why not try to save

Get A Quote

GEICO

Click Here to Expand Forum to Full Thread

One Question Poll (Closed)

1. Would you buy an Augmented Reality Display such as Google Glass or Microsoft HoloLens?

☐ Yes, I have bought one (or requested to buy) one

☐ Yes

☐ Yes, when the price is reasonable

☐ No, but there is some value to these

☐ No, these are gimmicks

☐ Not sure

powered by

This is a Codeguru.com survey!

Check out the HTML5 Development

Join Date: Feb 2003  
Posts: 377

**jlou** ◉  
Member  
0 0 0

### 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

August 9th, 2005, 05:32 AM

#9



**NMTOP40** ◉  
Elite Member  
Power Poster  
0 0 0 0 0 0 0 0 0 0

Join Date: Oct 2000  
Location: London, England  
Posts: 4,773

### 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

August 9th, 2005, 06:25 AM

#10

**stober** ◉  
Senior Member  
0 0 0

Join Date: Jun 2002  
Posts: 1,417

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

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 deserves to be crashed 🤖



Reply With Quote

August 9th, 2005, 08:22 AM

#11



**NMTOP40** ◉  
Elite Member  
Power Poster  
0 0 0 0 0 0 0 0 0 0

Join Date: Oct 2000  
Location: London, England  
Posts: 4,773

### 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

September 13th, 2005, 05:02 PM

#12

**j66st** ◉  
Member  
0 0

Join Date: May 2005  
Location: Netherlands  
Posts: 187

### 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

are not similar: for interactive input, the string version does not work as expected. Any explanation from you guys?

[Reply With Quote](#)

September 13th, 2005, 05:23 PM

#13



**jlou** ◉  
Member

Join Date: Feb 2003  
Posts: 377

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

As Paul McKenzie mentioned in the other thread, there is a bug in both getline functions in early versions of VC++. In VC++ 6.0 the bug was fixed for the char\* version but not the string version. Once you manually make the fix for the string version they will again behave similarly.

[Reply With Quote](#)

September 13th, 2005, 06:38 PM

#14



**Calculator** ◉  
Member

Join Date: Aug 2005  
Posts: 478

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

Microsoft article on the bug referenced in thread and by jlou: <http://support.microsoft.com/default...;EN-US;q240015>

[Reply With Quote](#)[Quick Navigation](#)[C++ \(Non Visual C++ Issues\)](#)[Top](#)[« Previous Thread](#) | [Next Thread »](#)

#### Posting Permissions

You may not post new threads  
You may not post replies  
You may not post attachments  
You may not edit your posts

**BB code** is On  
**Smilies** are On  
**[IMG]** code is On  
**[VIDEO]** code is On  
HTML code is Off

[Forum Rules](#)

-- Blue Codeguru ▼

[Contact Us](#) [CodeGuru Forums](#) [Privacy Statement](#) [Top](#)

Acceptable Use Policy



Property of Quinstreet Enterprise.  
[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