

# cin.ignore()

- When we enter any input from keyboard, it is transferred to an input buffer.
- Program reads the data from input buffer
- After entering value from keyboard, we hit enter.
- Program will read the value and ignore enter key from buffer.
- If program doesn't ignore it the it may not read next input.
- cin.ignore() is used for forcing the program to ignore it.
- Usually programs don't read a string value because of enter key.
- Use cin.ignore() before reading a string.

## getline(cin,str) vs cin.getline(str,100)

**getline(cin,str)** is used for reading a string object. It will not work for char array.

**cin.getline(str,100)** is used for reading a string in char array. It will not work for string class object

### example:

1. string str;

getline(cin,str); it is used with string class.

2. char str[10];

cin.getline(str,100); it is used with char array.

# **char \*s="Hello" - Error**

char \*s="Hello" may not be supported in all compilers.

change it to char s[]="Hello";

## **char \*s vs char s[10]**

**char s[10];** is an array of characters. It can contain string

**Example:**

```
char str[6]={ 'H','e','l','l','o','\0'}; // '\0' also takes space
```

**char \*s;** is pointer of type character. It can point on a char array or string

Example:

```
1.char *s="Hello"; // s is pointing to a string literal
```

```
2.char str[]={ 'H','e','l','l','o','\0'};
```

```
char *s=str; // s is pointing to a string in array.
```

## **#include<cstring> vs #include<string>**

**#include<cstring>** this library contains C language function

**#include<string>** this contains C++ class for string

