Chapter 14

Strings

OBJECTIVES

After studying this chapter you will be able to:

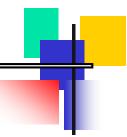
- Understand the basic types of strings.
- Define and use the string class and C-type strings.
- Read and write strings.
- **☐** Access and manipulate characters or substrings within a string.
- Concatenate and compare strings.
- Insert, replace, swap, or erase a substring in a string.
- Understand the seven steps in the design of a program:
- **☐** Use transform analysis to create a structure chart.

14.1

STRING CONCEPTS



Figure 14-1 String taxonomy



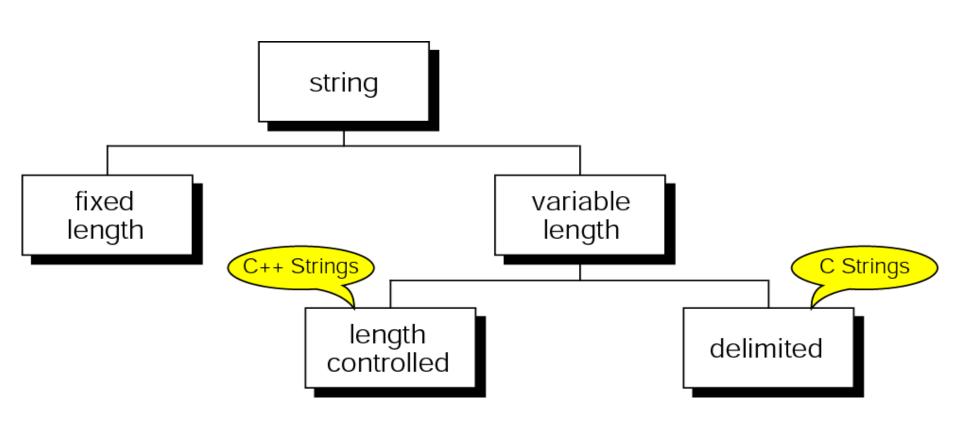
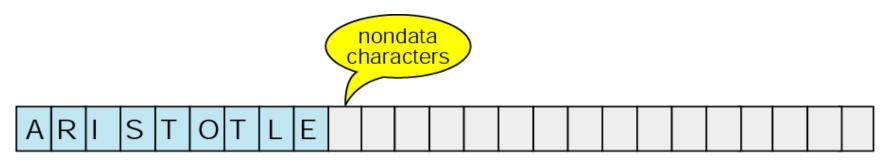


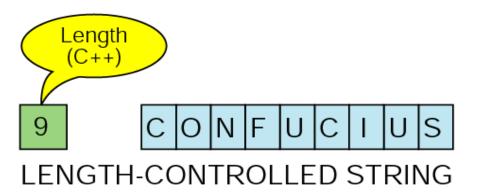


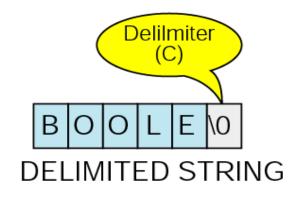
Figure 14-2 String formats





FIXED-LENGTH STRING





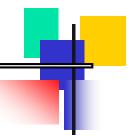


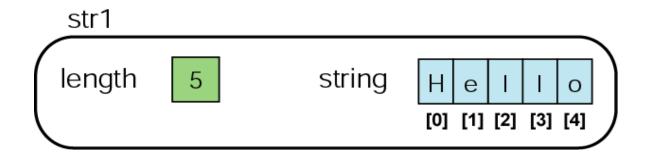
14.2

C++ STRINGS



Figure 14-3 A C++ string







14.3

C++ STRING INPUT/OUTPUT



Note:

The extraction operator stops at whitespace.

To read a string with spaces, we must use getline.



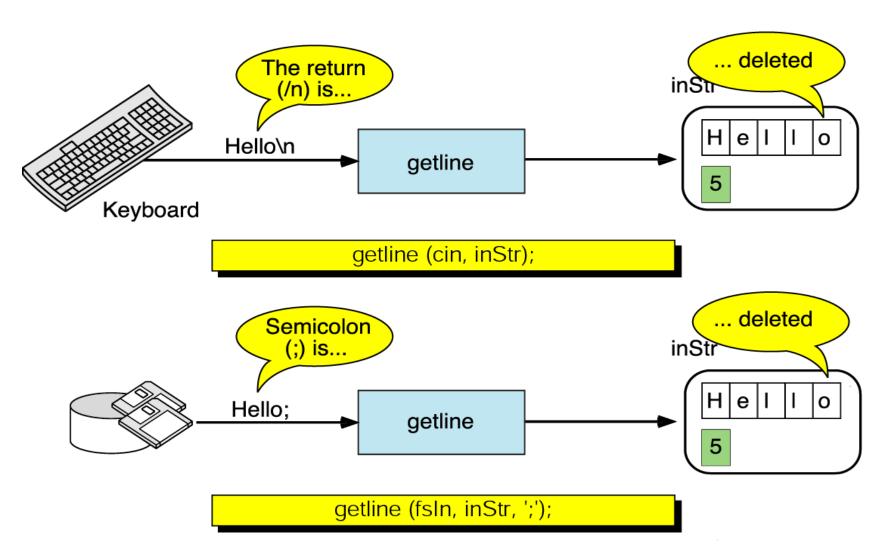
Note:

The string input /output operators and functions are defined in the string header file, not the I/O stream header file.



Figure 14-4 getline function







Note:

The getline function is overloaded to work with two or three arguments.



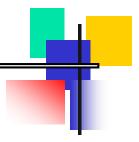
14.4

ARRAYS OF STRINGS



STRING MANIPULATION FUNCTIONS

Figure 14-5 Substring concept



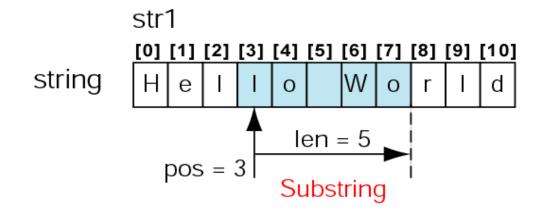
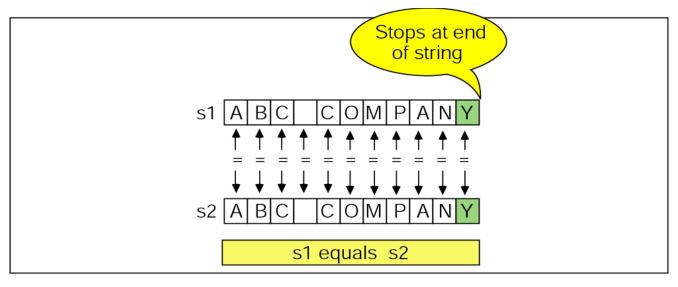




Figure 14-6 String compares





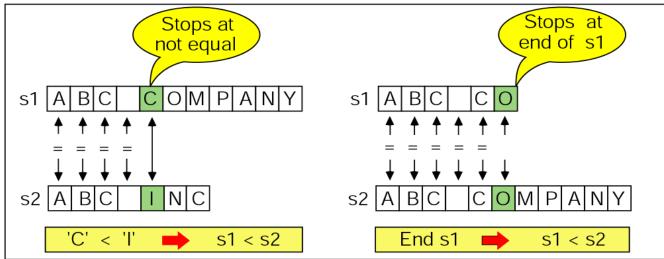
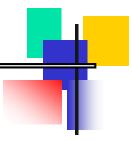




Figure 14-7 String append



CON str1- before CATENATION

str2 - before

str1 += str2;
str1.append(str2);

CONCATENATION

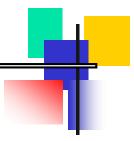
CATENATION

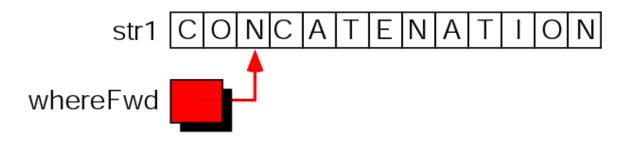
str1 - after

str2 - after



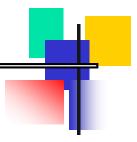
Figure 14-8 Find first





whereFwd = str1.find_first_of("LMN");

Figure 14-9 Find first not



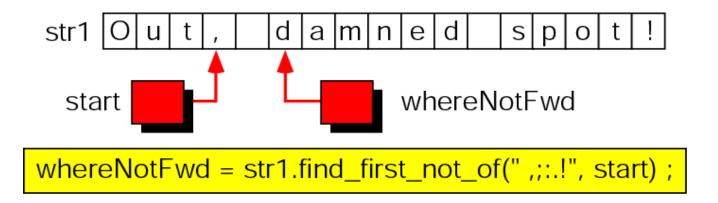
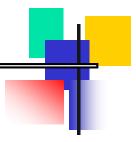
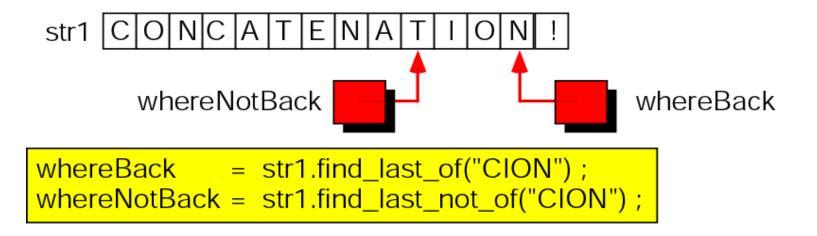




Figure 14-10 Find last

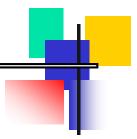




PROGRAMMING EXMPLE: MORSE CODE



Figure 14-11 Character to Morse code structure



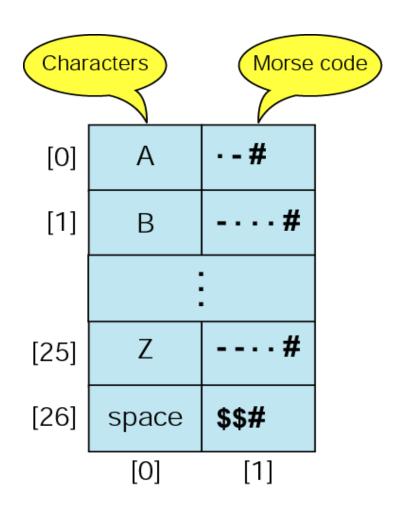
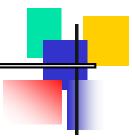




Figure 14-12 Morse code menu



MENU

E encode

D decode

Q quit

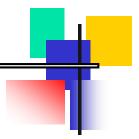
Enter your option and press the return key.

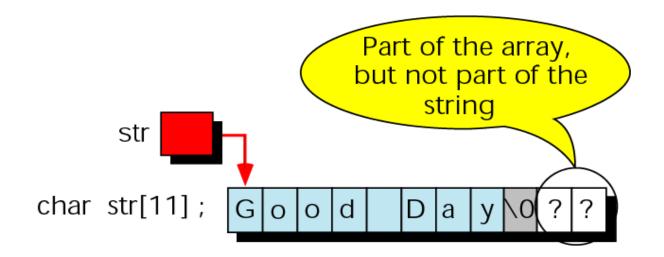


CSTRINGS



Figure 14-13 Strings in arrays







Note:

We cannot use the assignment operator to copy C strings.

We must use the strcpy function.



Note:

Always use set width when reading C strings.



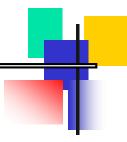
COMPARISON BETWEEN CAND C++ STRINGS



SOFTWARE ENGINEERING XIND PROGRAMMING STYLE



Figure 14-14 Requirements for case study



Payroll Case Study

1. Requirements:

Given employees and their hours worked, compute net pay and record a payroll data for subsequent processing, such as W-2 statements. Prepare paychecks and a payroll ledger.

Maintain data on a sequential payroll file.

- 2. Provide for the following nonstatutory deductions:
 - a. Health plan
 - b. United Way
 - c. Union dues
- 3. The payroll data are:
 - a. Employee number
 - **b.** Pay rate
 - c. Union member flag
 - d. United Way contribution

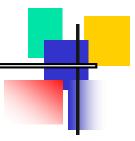
Figure 14-14 Requirements for case study (continued)



- 4. Maintain the following year-to-date totals:
 - a. Earnings
 - **b.** FICA taxes
 - c. SDI taxes
 - d. Federal withholding
 - e. State withholding
 - f. Health plan fees
 - g. United Way donations
 - h. Union dues
- 5. Algorithms
 - a. Gross Pay = (Reg Hours * Rate) + (OT Hours * Rate * 1.5)
 - **b.** FICA Taxes = (Gross Pay * FICA Rate) if less than MaxFICA
 - c. SDI Taxes = (Gross Pay * SDI Rate) if less than Max SDI
 - d. Taxable Earnings = (Gross Pay (Exemptions * Exemption Rate))
 - e. Federal Taxes = (Taxable Earnings * Federal TaxRate)
 - **f.** State Taxes = (Taxable Earnings * State Tax Rate)
 - g. Net Pay = Gross Pay (FICA Taxes + SDI Taxes + Taxable Earnings + Federal Taxes + State Taxes + Health Fee + United Way Donation + Union



Figure 14-15 Afferent, efferent, and transform modules



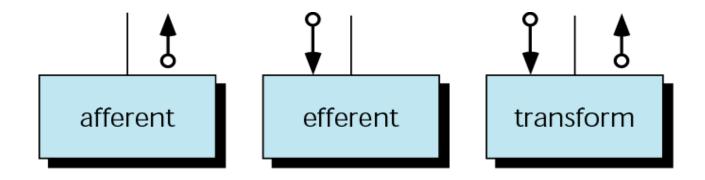
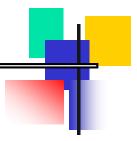


Figure 14-16 Basic structure chart organization



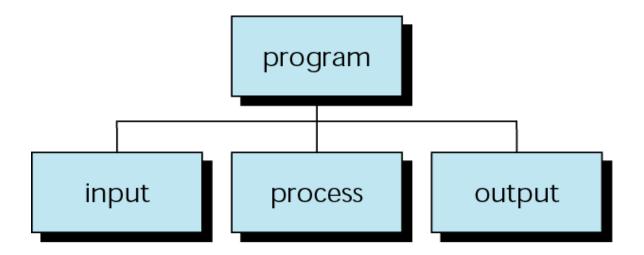
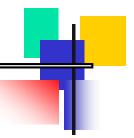




Figure 14-17 First-cut structure chart



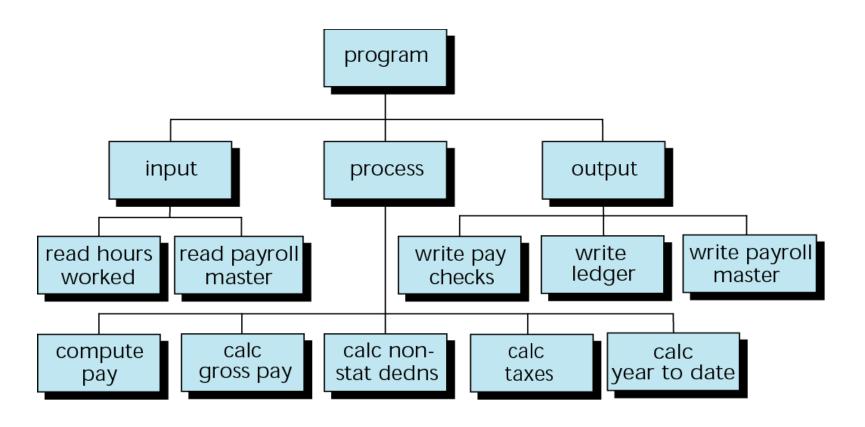




Figure 14-18 Final payroll structure chart

