```cpp
 1  ////
 2  // Name: Jeff Calderon
 3  // Section:
 4  // Class Name: JCString
 5  //
 6  // Description: HEADER FILE Just the Declerations and stuff
 7  //  class do (not how it does it: for example, it uses loops)?  Blah
 8  //  blah blah blah blah, blah blah blah blah blah blah blah blah!
 9  ////
10
11  #ifndef MYSTRING_H
12  #define MYSTRING_H
13
14  #include <istream>
15
16  using namespace std;
17
18  class JCString {
19  public:
20      JCString();                         // default constructor
21      JCString(const char* cstr);     // cstring constructor for dumping array
22
23      int length();
24      int capacity();
25
26      char at(int index);
27      bool read(istream& inputStrm);
28      void write(ostream& outputStrm);
29
30      bool lessThan(const JCString& argStr);
31      bool greaterThan(const JCString& argStr);
32      bool equals(const JCString& argStr);
33
34      void setEqualTo(const JCString& argStr);
35      const char* c_str();
```

```
36
37      JCString returnLower() const;
38      void makeLower();
39      void print();
40
41  private:
42      char* str; // the array it is based off called str;
43      int end; // the index of the last char
44      int cap; // the max memory to use
45      int JCScompareTo(const JCString& angStr);
46  };
47
48  #endif
49
50
```