

```
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!  
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
40 private:
41     char* str; // the array it is based off called str;
42     int end; // the index of the last char
43     int cap; // the max memory to use
44     int JCScmpareTo(const JCString& angStr);
45 };
46
47 #endif
48
49
```