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String()

Description

Constructs an instance of the String class. There are multiple versions that construct Strings from different data types (i.e. format them as sequences of characters), including:

- a constant string of characters, in double quotes (i.e. a char array)
- a single constant character, in single quotes
- another instance of the String object
- a constant integer or long integer
- a constant integer or long integer, using a specified base
- an integer or long integer variable
- an integer or long integer variable, using a specified base
- a float or double, using a specified decimal palces

Constructing a String from a number results in a string that contains the ASCII representation of that number. The default is base ten, so

```
String thisString = String(13);

[Get Code] (//www.arduino.cc/en/Reference/StringConstructor?action=sourceblock&num=1)

gives you the String "13". You can use other bases, however. For example,

String thisString = String(13, HEX);

[Get Code] (//www.arduino.cc/en/Reference/StringConstructor?action=sourceblock&num=2)

gives you the String "D", which is the hexadecimal representation of the decimal value 13. Or if you prefer binary,
```

[Get Code] (//www.arduino.cc/en/Reference/StringConstructor?action=sourceblock&num=3)

gives you the String "1101", which is the binary representation of 13.

String thisString = String(13, BIN);

Syntax

String(val) String(val, base) String(val, decimalPlaces)

Parameters

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val: a variable to format as a String - string, char, byte, int, long, unsigned int, unsigned long, float, double base (optional) - the base in which to format an integral value decimalPlaces (only if val is float or double) - the desired decimal places

Returns

an instance of the String class

Examples

All of the following are valid declarations for Strings.

```
String stringOne = "Hello String";
                                                                      // using a constant String
String stringOne = String('a');
                                                                         // converting a constant char
into a String
String stringTwo = String("This is a string");
                                                               // converting a constant string into a
String object
String stringOne = String(stringTwo + "with more"); // concatenating two strings
String stringOne = String(13);
                                                                        // using a constant integer
String stringOne = String(analogRead(0), DEC);
                                                        // using an int and a base
String stringOne = String(45, HEX);
                                                                   // using an int and a base
(hexadecimal)
String stringOne = String(255, BIN);
                                                                   // using an int and a base (binary)
String stringOne = String(millis(), DEC);
                                                                 // using a long and a base
String stringOne = String(5.698, 3);
                                                                    // using a float and the decimal
places
```

[Get Code] (//www.arduino.cc/en/Reference/StringConstructor?action=sourceblock&num=4)

See also

String Constructor Tutorial (//www.arduino.cc/en/Tutorial/StringConstructors)

Reference Home (//www.arduino.cc/en/Reference/HomePage)

Corrections, suggestions, and new documentation should be posted to the Forum (http://arduino.cc/forum/index.php /board,23.0.html).

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