

# NOI 2020 C++ Basics Course Content

## Note 7

### Strings

The generic types of C++ don't allow working with strings (words, sentences, or any sequence of characters). For this C++ offers string objects.

A string object can hold strings of different lengths.

#### Declaring and initializing a string object

```
#include <iostream>
using namespace std;

int main() {
    string str; //declaration
    str = "initial string"; //initialization
    string str1 = "Hello world"; // declaration and initialization
    return 0;
}
```

#### Reading a string

```
#include <iostream>
using namespace std;

int main() {
    string str;
    cout<<"Enter a string:";
    cin>>str;
    cout<<str;
    return 0;
}
```

Input: Hello World

Output: Hello

Note: This will only read a single word. The user entered "Hello World" but cin will only read until the first space. That is cin stops reading after the space after "Hello".

## Reading a full line

```
#include <iostream>
using namespace std;

int main() {
    string str;
    cout<<"Enter a string:";
    getline(cin,str);
    cout<<str<<endl;
    return 0;
}
Input: Hello World
Output: Hello World
```

Note: Here the getline function will read a complete line of input without stopping at the space.

getline( <input stream>, <variable name>)

If you are reading user input from the console use "cin" as the input stream.

## String Operations

- Concatenation

To add two strings '+' operator can be used. This is called concatenation.

```
#include <iostream>

using namespace std;

int main() {
    string str = "String 1";
    string str1 = "String 2";
    string newStr = str + str1;
    cout<<newStr<<endl;
    return 0;
}
```

```
}
```

Output: String 1String 2

- Append

Another way to add a string at the end of another string is to use the append function.

```
#include <iostream>
```

```
using namespace std;
```

```
int main() {  
    string str = "String 1";  
    string str1 = "String 2";  
    string newStr = str.append(str1);  
    cout<<newStr<<endl;  
    return 0;  
}
```

Output: String 1String 2

Note: The append function is much faster than the + operator. Therefore it is recommended to use the append function where possible.

- Length

The length function of a string object can be used to get the length of the string it's storing.

```
#include <iostream>
```

```
using namespace std;
```

```
int main() {  
    string str = "String 1";  
    int strlength = str.length();  
    cout<<strlength <<endl;  
    return 0;  
}
```

Output: 8

Note: The length function and the size function are the same. Therefore you can use `str.size()` instead of `str.length()` as you wish.

- Access characters of the string

Characters of a string object can be accessed and modified the same way of accessing an array.

- Reading a character from a string

```
#include <iostream>

using namespace std;

int main() {
    string str = "String 1";
    char thirdCharacter = str[2];
    cout<<thirdCharacter<<endl;
    return 0;
}
Output: r
```

- Changing a character of a string

```
#include <iostream>

using namespace std;

int main() {
    string str = "String 1";
    str[2] = 'A';
    cout<<str<<endl;
    return 0;
}
Output: StAing 1
```

Extra resources:

- Strings

Video:

- <https://www.youtube.com/watch?v=-t07hCkdHjI>
- <https://www.youtube.com/watch?v=5ZX6-ZzTZ98>
- <https://www.youtube.com/watch?v=mp7Um7k-G4I>
- <https://www.youtube.com/watch?v=gWWslxWx5QQ>

Reading:

- <http://www.cplusplus.com/reference/string/string/>
- [https://www.w3schools.com/cpp/cpp\\_strings.asp](https://www.w3schools.com/cpp/cpp_strings.asp)
- [https://www.w3schools.com/cpp/cpp\\_strings\\_concat.asp](https://www.w3schools.com/cpp/cpp_strings_concat.asp)
- [https://www.w3schools.com/cpp/cpp\\_strings\\_length.asp](https://www.w3schools.com/cpp/cpp_strings_length.asp)
- [https://www.w3schools.com/cpp/cpp\\_strings\\_access.asp](https://www.w3schools.com/cpp/cpp_strings_access.asp)