

```
// basic_string.cpp
// compile with: /EHsc
#include <string>
#include <iostream>

int main()
{
    using namespace std;

    // Equivalent ways to declare an object
    // of type basic_string <char>
    const basic_string <char> s1 ( "test" );
    string s2 ( "test" );    // Uses the typedef for string

    // comparison between two objects of type basic_string
    if ( s1 == s2 )
        cout << "The strings s1 & s2 are equal." << endl;
    else
        cout << "The strings s1 & s2 are not equal." << endl;
}
```