Using the Conversion Functions

Your goal is to be able to compile exactly the same file in C++98, C++11, C++14 and C++17, and to get the same results each time. Click the "running-man" icon on the right to find our test program in **Replit**. Click the **Fork Repl** button so you have your own copy.



Switch to **Shell** window on the right and type **make 17**. You'll see that the program compiles and runs (although it terminates with an error when trying to convert "UB-40".)

Now, type make 98 in the Shell. This will compile your program with C++98.

OOPS! That doesn't look encouraging! What's wrong???

C++98 does not have those functions, so you get an **undeclared identifier**. You can fix that by **implementing these two functions** yourself, using the string stream classes.



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