

# Strings

PREPERED BY: AHMED SAFFA

# Agenda



**WHAT ARE STRINGS**

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**BASICS OPERATIONS**

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**BUILT-IN FUNCTIONS**

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**TRAVERSING & MODIFYING**

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**WHERE STRINGS APPEARS ?**

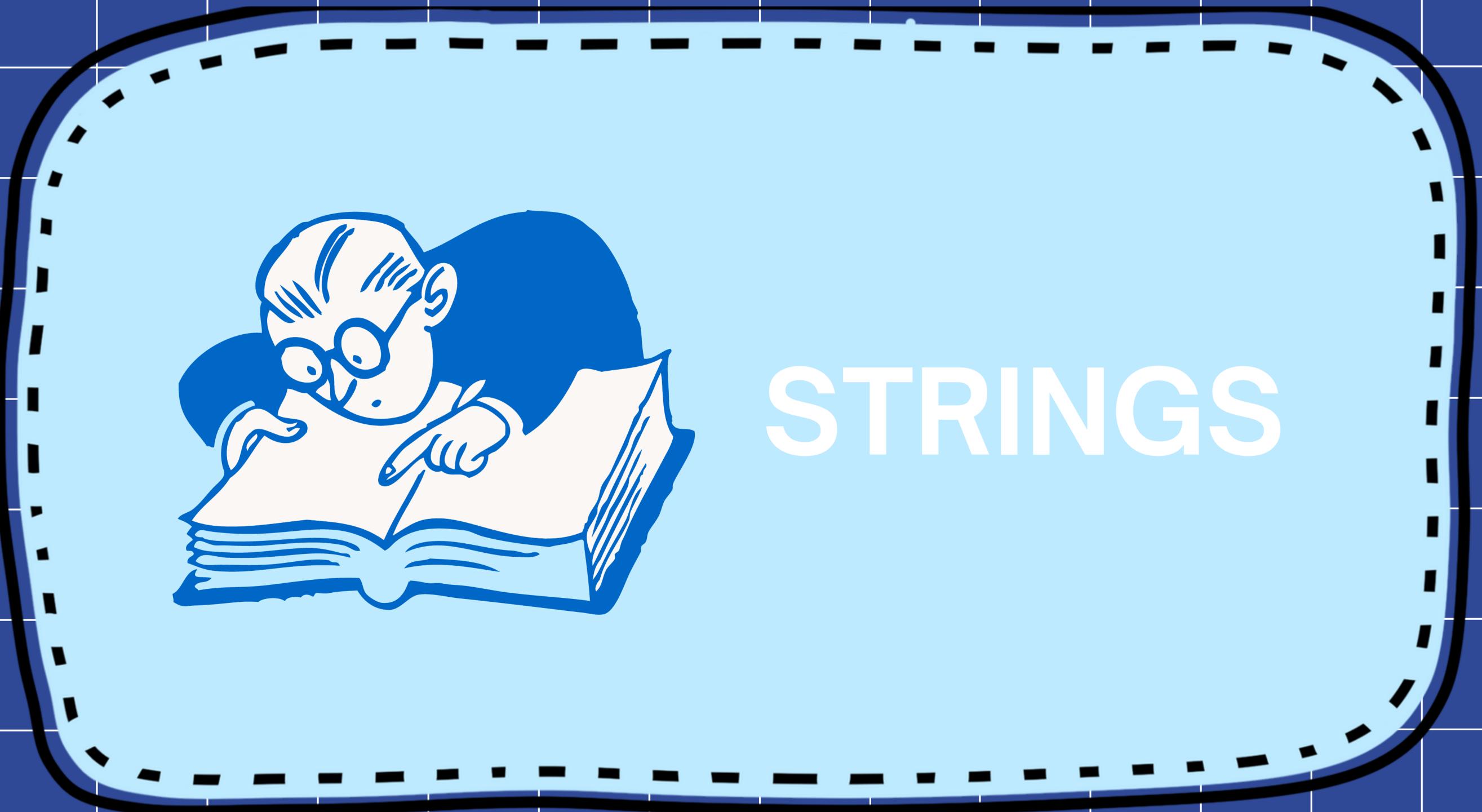
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**COMMON PITFALLS (PROBLEMS)**

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**PRACTICE**

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STRINGS

# What is a String?

A collection of characters (letters, digits, symbols, spaces)

- Stored together in memory
- Terminated (in low-level languages) by a special character like '\0' (null character in C/C++)
- Used to represent text in programming

## DECLARATION

**Syntax:** `#include<string>`

1.

```
string Variable_Name = "Text";
```

2.

```
string Variable_Name;  
varaibel_Name = "Text"
```

3.

```
string Variable_Name;  
cin >> Variable_Name;
```

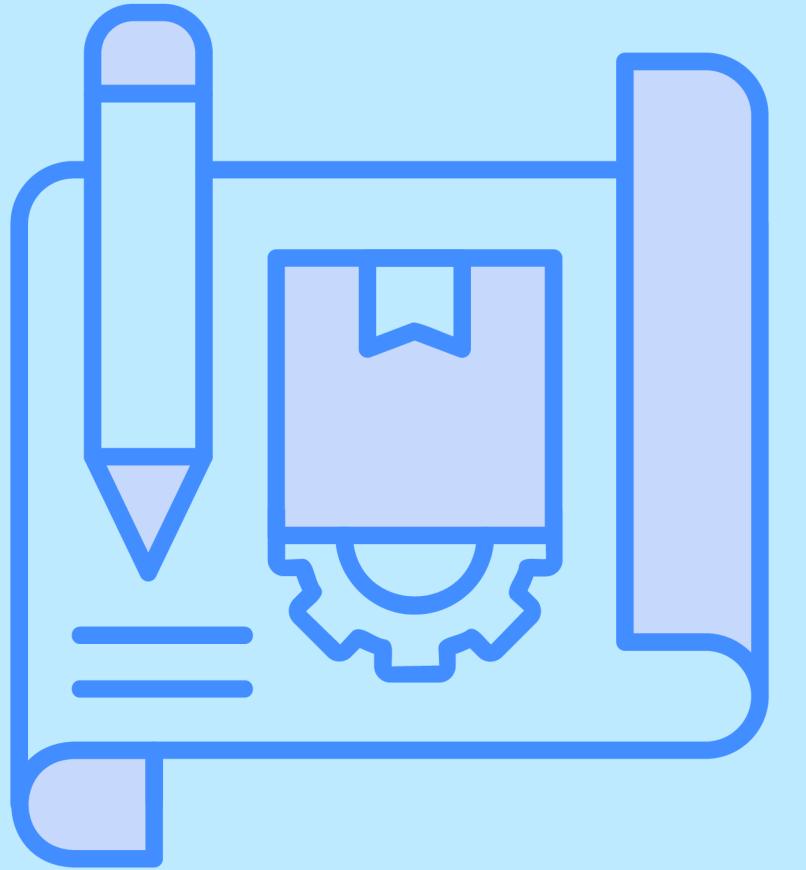
**Example:**

```
string word="ICPC@MNU";
```

```
string word;  
word="@MNU";
```

```
string word;  
cin>>word;
```





EXAMPLE

## main.cpp

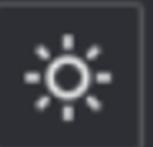
```
1 #include <iostream>
2 #include <string>
3 using namespace std;
4
5 int main() {
6     string name = "Ahmed";
7     cout << "Hello " << name;
8 }
9
```



Output

Hello Ahmed

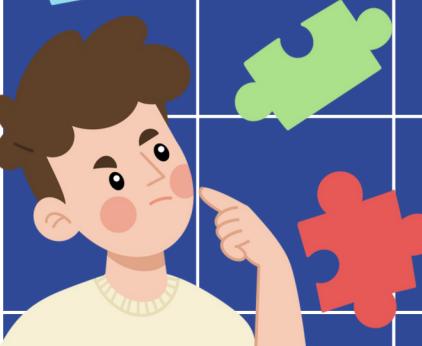
## main.cpp



Share

Run

```
1 #include <iostream>
2 #include <string>
3 using namespace std;
4
5 int main() {
6     string s1;           // empty string
7     string s2 = "Ahmed"; // initialized with text
8
9     cout << "s1: " << s1 << endl;
10    cout << "s2: " << s2 << endl;
11 }
12
```



## Output

s1:  
s2: Ahmed



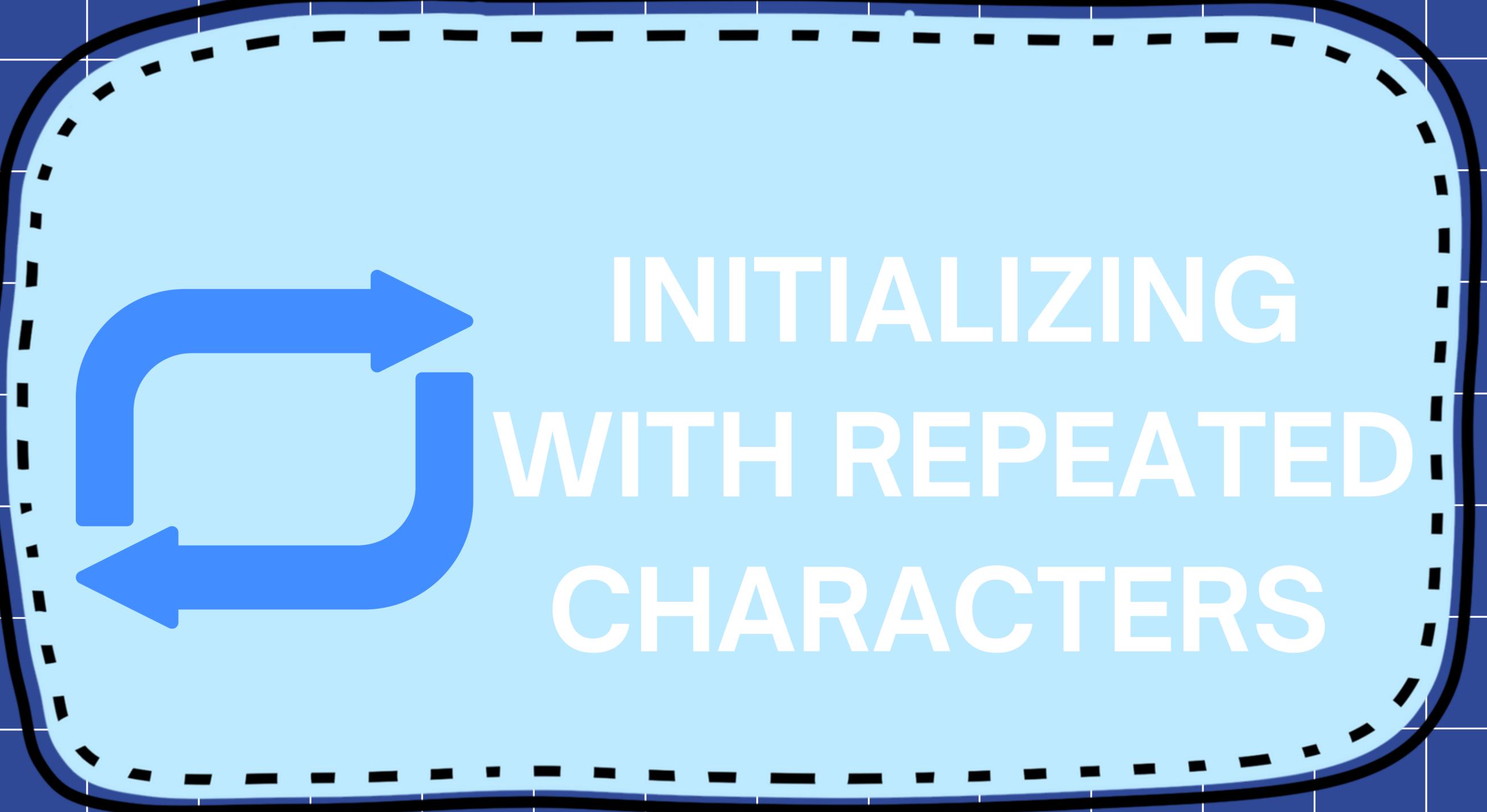
# COPYING A STRING

## INITIALIZATION

```
1 #include <iostream>
2 #include <string>
3 using namespace std;
4
5 int main() {
6     string name1 = "Mohamed";
7     string name2 = name1; // copy
8
9     cout << name2;
10 }
```

Output

Mohamed



INITIALIZING  
WITH REPEATED  
CHARACTERS

## REPEATING

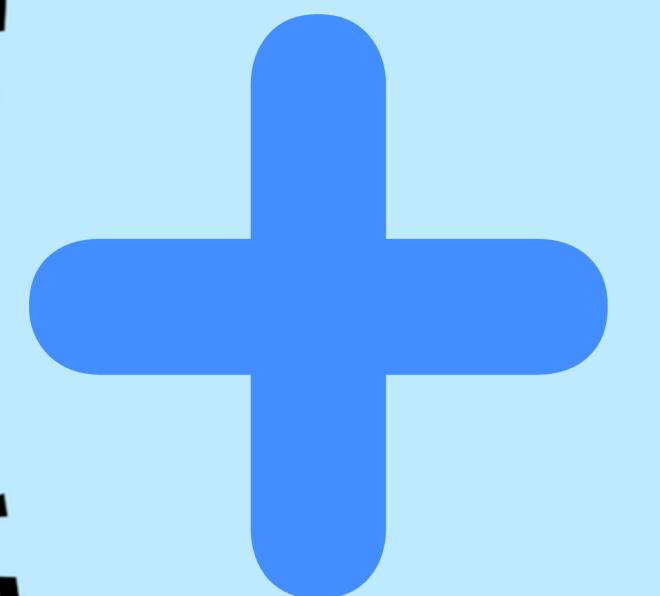
main.cpp



```
1 #include <iostream>
2 #include <string>
3 using namespace std;
4
5 int main() {
6     string stars(5, '*');
7     cout << stars;
8 }
9 |
```

Output

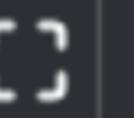
\*\*\*\*\*



# CONCATENATING

# CONCAT

main.cpp



Share

Run

```
1 #include <iostream>
2 #include <string>
3 using namespace std;
4
5 int main() {
6     string first = "Youssef";
7     string last = "Ali";
8     string full = first + " " + last;
9
10    cout << full;
11 }
12
```

Output

Youssef Ali



INPUTS &  
OUTPUTS

## CIN / COUT

main.cpp

```
1 #include <iostream>
2 #include <string>
3 using namespace std;
4
5 int main() {
6     string name;
7     cout << "Enter your first name: ";
8     cin >> name;
9     cout << "You entered: " << name;
10 }
```



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Run

Output

Enter your first name: Ahmed  
You entered: Ahmed

Output

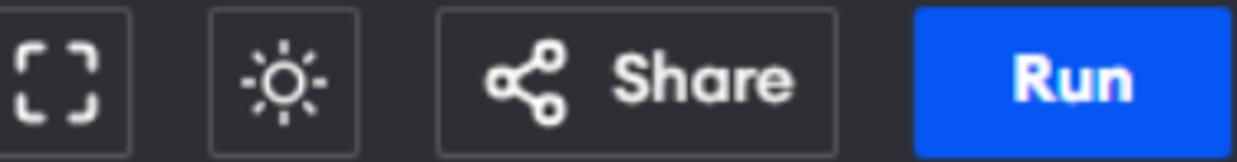
Enter your first name: Ahmed Safaa  
You entered: Ahmed

IF YOU TYPE "AHMED SAFAA", ONLY "AHMED" WILL BE SAVED.

## getline

TO READ A FULL LINE (INCLUDING SPACES), USE GETLINE:

main.cpp



```
1 #include <iostream>
2 #include <string>
3 using namespace std;
4
5 int main() {
6     string fullname;
7     cout << "Enter your full name: ";
8     getline(cin, fullname);
9     cout << "Your full name is: " << fullname;
10 }
```

### Output

```
Enter your full name: Mohamed Ali
Your full name is: Mohamed Ali
```

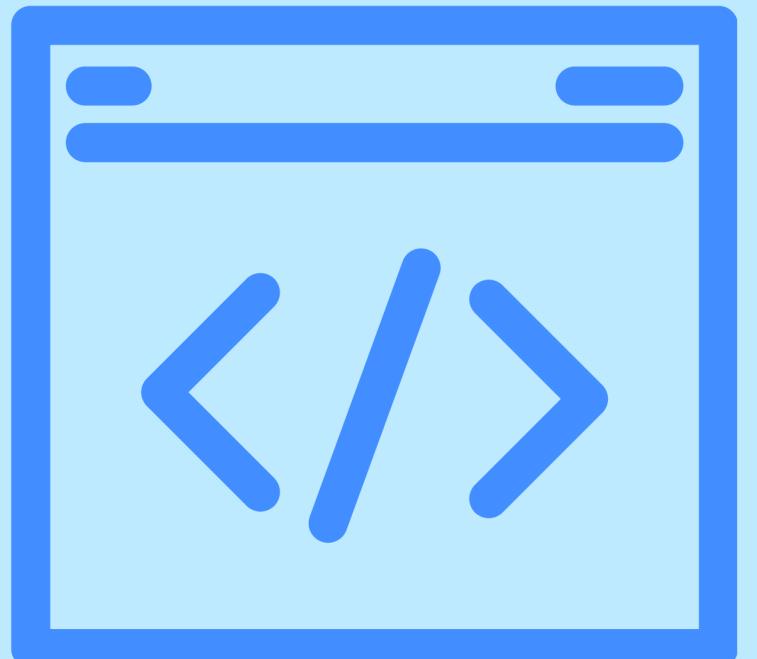
SOMETIMES GETLINE CAN ACT WEIRD IF YOU USED CIN BEFORE IT, BECAUSE CIN LEAVES A NEWLINE (\n) IN THE BUFFER.  
TO FIX THIS, USE CIN.IGNORE():

main.cpp

```
1 #include <iostream>
2 #include <string>
3 using namespace std;
4
5 int main() {
6     int age;
7     string name;
8
9     cout << "Enter your age: ";
10    cin >> age;
11
12    cin.ignore(); // clear leftover newline
13
14    cout << "Enter your full name: ";
15    getline(cin, name);
16
17    cout << "Age: " << age << ", Name: " << name;
18 }
```

### Output

```
Enter your age: 20
Enter your full name: Youssef Bahaa
Age: 20, Name: Youssef Bahaa
```



# BUILT-IN FUNCTIONS

## STR.SIZE() / STR.LENGTH()

RETURNS THE NUMBER OF CHARACTERS IN THE STRING.

main.cpp



Run

```
1 #include <iostream>
2 #include <string>
3 using namespace std;
4
5 int main() {
6     string name = "Ahmed";
7     cout << name.size() << endl;    // 5
8     cout << name.length() << endl;  // 5
9
10 }
```

Output

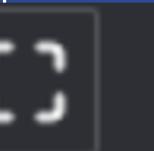
5

5

## STR.PUSH\_BACK(CHAR)

ADDS A CHARACTER AT THE END OF THE STRING.

main.cpp



Share

Run

```
1 #include <iostream>
2 #include <string>
3 using namespace std;
4
5 int main() {
6     string name = "Ali";
7     name.push_back('!');
8     cout << name;
9 }
```

Output

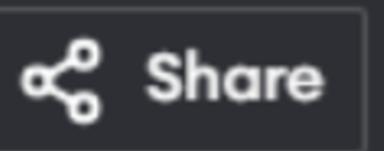
Ali!

# STR.pop\_back()

REMOVES THE LAST CHARACTER OF THE STRING.

main.cpp

```
1 #include <iostream>
2 #include <string>
3 using namespace std;
4
5 int main() {
6     string name = "Mohamed";
7     name.pop_back();
8     cout << name;
9 }
```



Run

Output

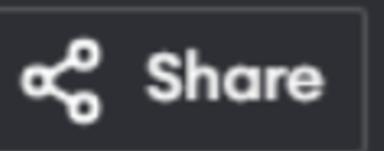
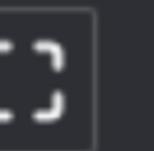
Mohame

# STR.pop\_back()

REMOVES THE LAST CHARACTER OF THE STRING.

main.cpp

```
1 #include <iostream>
2 #include <string>
3 using namespace std;
4
5 int main() {
6     string name = "Mohamed";
7     name.pop_back();
8     cout << name;
9 }
```



Run

Output

Mohame



**TRAVERSING &  
MODIFYING**

Strings are arrays of characters, so you can access each character and loop through them.

### 1. Accessing Characters

- Using [ ] operator
- Using .at() method (safer – throws error if index is invalid)

### 2. Changing Characters

### 3. Iterating Using a For Loop

- Index-based loop
- Range-based for loop (simpler)

### 4. Iterating Backwards



# ACCESSING CHARACTERS

## USING [ ] OPERATOR

```
1 #include <iostream>
2 #include <string>
3 using namespace std;
4
5 int main() {
6     string name = "Ahmed";
7     cout << name[0]; // A
8     cout << name[4]; // d
9 }
10
```

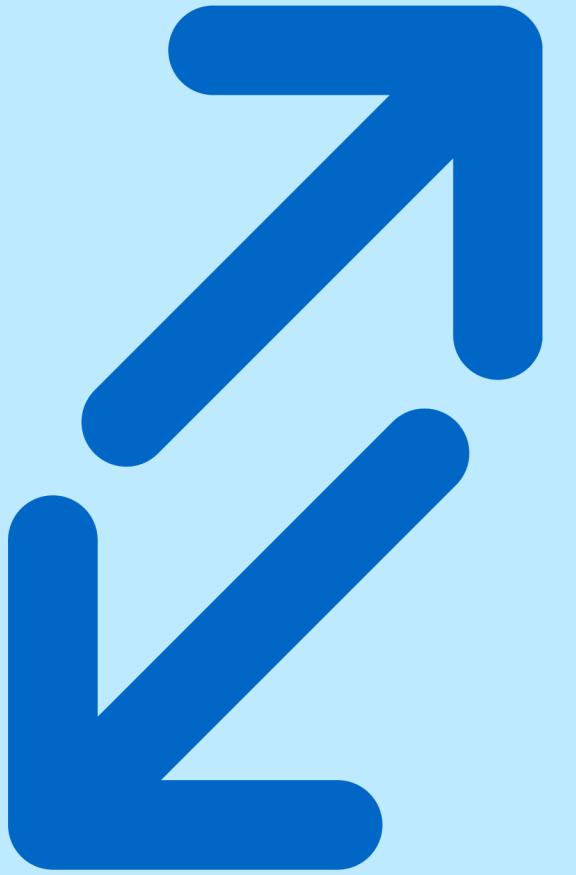
Output

Ad

## USING .ATO

The screenshot shows a dark-themed C++ IDE interface. At the top, there's a blue header bar with the title "USING .ATO". Below it is a toolbar with several icons: a file icon, a build icon, a search icon, a "snare" icon, and a "Run" button, which is highlighted in blue. The main area is a code editor with a black background and white text. The file name "main.cpp" is displayed at the top left of the editor. The code itself is as follows:

```
1 #include <iostream>
2 #include <string>
3 using namespace std;
4
5 int main() {
6     string name = "Ahmed";
7     cout << name.at(2); // m
8 }
9
```



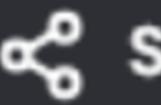
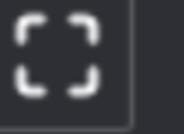
CHANGING  
CHARACTERS

## CHANGING

YOU CAN MODIFY A CHARACTER BY ACCESSING IT WITH [ ] OR .AT():

main.cpp

```
1 #include <iostream>
2 #include <string>
3 using namespace std;
4
5 int main() {
6     string name = "Mohamed";
7     name[0] = 'A';           // change 'M' to 'A'
8     cout << name;          // Aohamed
9 }
10
```



Share

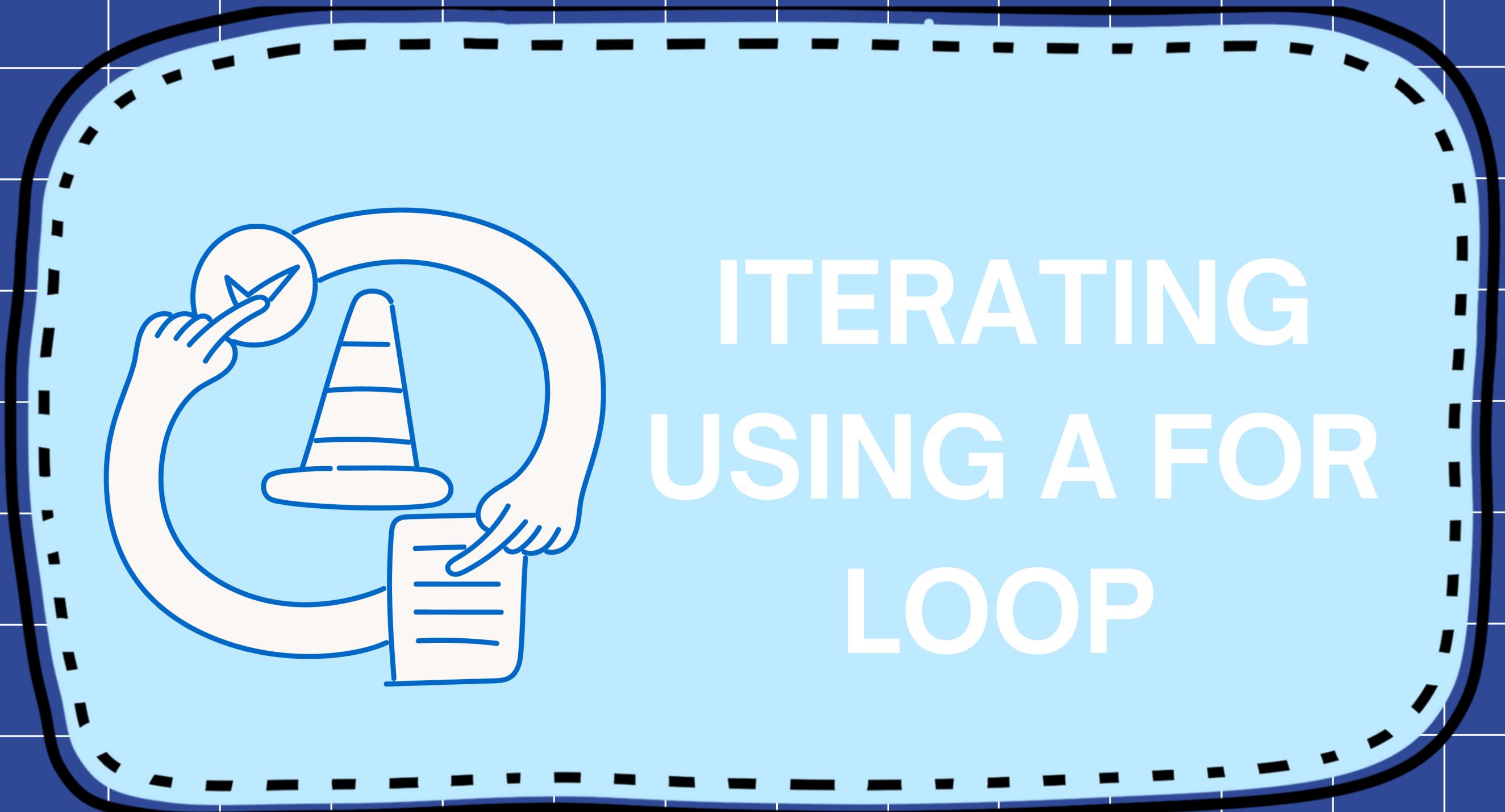
Run

Output

Aohamed

==== Code Execution Successful ===

# ITERATING USING A FOR LOOP



## INDEX-BASED LOOP

```
1 #include <iostream>
2 #include <string>
3 using namespace std;
4
5 int main() {
6     string name = "Ali";
7     for(int i = 0; i < name.size(); i++) {
8         cout << name[i] << " ";
9     }
10 }
```

## RANGE-BASED FOR LOOP

```
1 #include <iostream>
2 #include <string>
3 using namespace std;
4
5 int main() {
6     string name = "Ali";
7     for(char c : name) {
8         cout << c << " ";
9     }
10 }
```



ITERATING  
BACKWARDS

# BACKWARDS

main.cpp

```
1 #include <iostream>
2 #include <string>
3 using namespace std;
4
5 int main() {
6     string name = "Ali";
7     for(int i = name.size() - 1; i >= 0; i--) {
8         cout << name[i];
9     }
10 }
```



Share

Run

Output

ilA



WHERE  
STRINGS  
APPEARS

- Pattern Matching
- Counting & Frequency
- Palindromes
- Searching & Parsing
- Hashing
- Prefix/Suffix Problems
- Lexicographic Order
- String Periodicity
- Sliding Window Problems
- Multi-Pattern Search
- Tries
- Dynamic Programming on Strings
- Distinct Substrings / Suffix Structures





# COMMON PITFALLS

## String Pitfalls

- Off-by-one errors (wrong start/end index).
- Accessing characters without checking `s.size()`.
- Forgetting to handle empty strings ("").
- Mixing `cin` and `getline()` without clearing buffer.
- Using `cin >> s` for sentences (stops at space).
- Case sensitivity issues ("abc" ≠ "ABC").
- Wrong use of `substr()` (invalid start/length).
- Repeated `s = s + c` inside loops (slow).
- Forgetting to reset frequency arrays between test cases.
- Assuming input has no spaces, tabs, or special characters.
- Accessing `s[s.length()]` (out of bounds).
- Forgetting null terminator when using C-style `char[]`.

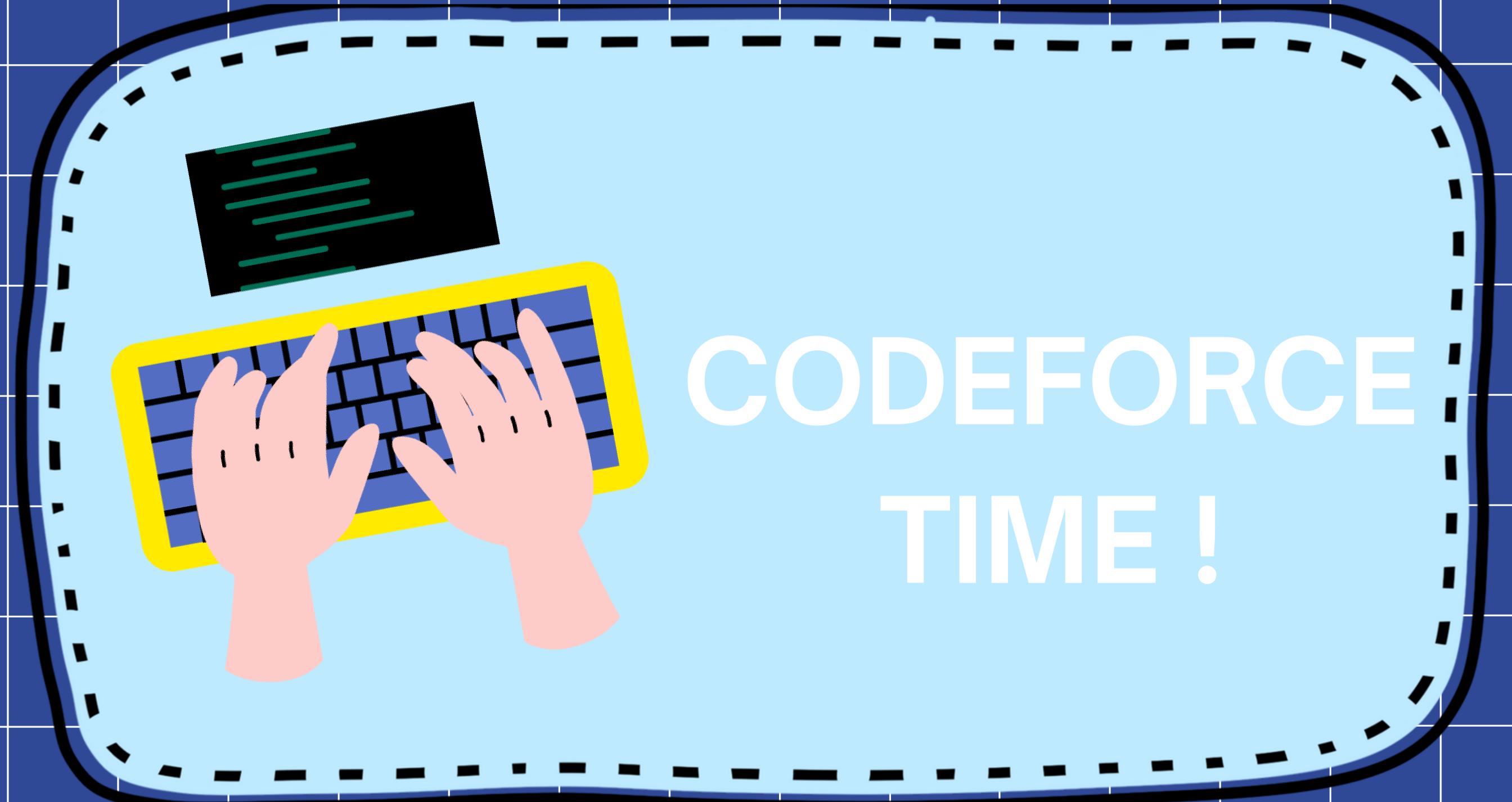
# PROBLEMS



## PROBLEMS



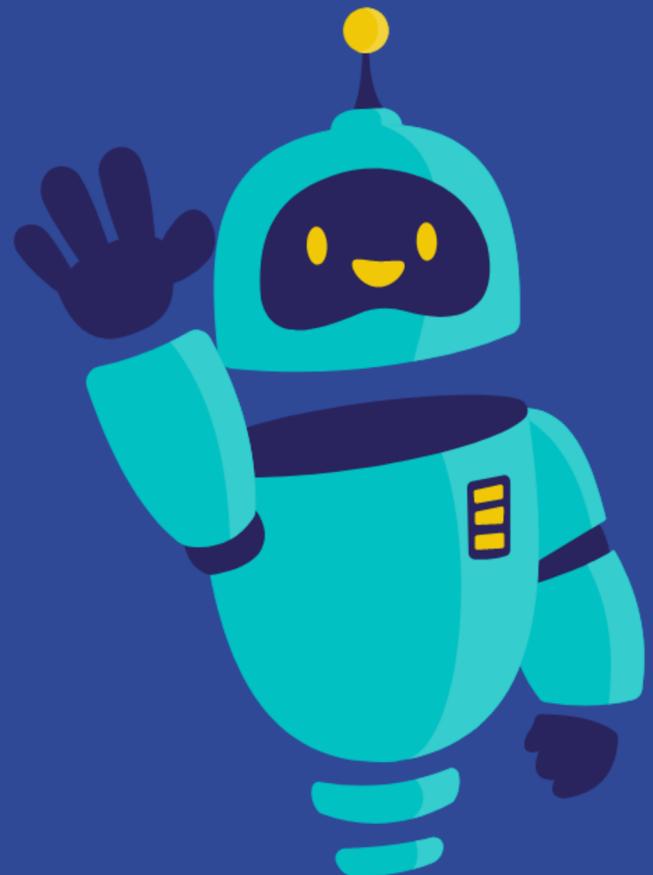
# SOLUTIONS



CODEFORCE  
TIME !

# THANK YOU!

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FOLLOW US !

