Creación y uso de strings en C++.

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- String son un conjunto de secuencia de caracteres que forman una palabra.
- La librería empleada para poder hacer uso de string es:

  #include<string>

Funciones que incluye la librería string.

Capacity:

size	Return length of string (public member function)
length	Return length of string (public member function)
max_size	Return maximum size of string (public member function)
resize	Resize string (public member function)
capacity	Return size of allocated storage (public member function)
reserve	Request a change in capacity (public member function)
clear	Clear string (public member function)
empty	Test if string is empty (public member function)
shrink_to_fit `C++11`	Shrink to fit (public member function)

Element access:

operator[]	Get character of string (public member function)
at	Get character in string (public member function)
back `C++11`	Access last character (public member function)
front `C++11`	Access first character (public member function)

- La librería string contiene varias funciones que nos ayudan a manipular las palabras almacenadas, tales como la longitud de cada string,

Declaración de strings

- 1. Primero se incluye la librería string: #include<string>

- 2. Después se declaran los strings: string palabra;

- 3. Finalmente se asigna un valor a string: cin>>palabra;

- 4. Si se desea se pueden hacer comparaciones: if(palabra=="salir"){ return 0 ;}

Ejemplo de uso de función lenght

```
int n;
cin>>palabra;
n=palabra.length();
cout<<"La palabra introducida tiene "<<n<<" caracteres"<<endl;
```