

05: The C++ string class

Programming Technique II
(SCSJ1023)

Adapted from Tony Gaddis and Barret Krupnow (2016), Starting out with C++: From Control Structures through Objects

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The C++ string Class

✿ The `string` class offers several advantages over C-style strings

- ◆ large body of member functions
- ◆ overloaded operators to simplify expressions

✿ Special data type supports working strings

```
#include <string>
```

String output - Example

Program 10-15

```
1  // This program demonstrates the string class.
2  #include <iostream>
3  #include <string>      // Required for the string class.
4  using namespace std;
5
6  int main()
7  {
8      string movieTitle;
9
10     movieTitle = "Wheels of Fury";
11     cout << "My favorite movie is " << movieTitle << endl;
12     return 0;
13 }
```

Program Output

My favorite movie is Wheels of Fury

The C++ string Class

✿ Can define string variables in programs:

```
string firstName, lastName;
```

✿ Can receive values with assignment operator:

```
firstName = "George";  
lastName = "Washington";
```

✿ Can be displayed via cout

```
cout << firstName << " " << lastName;
```

The C++ string Class

❁ Objects of type string can be declared and initialized in several ways:

```
string s1;  
string s2 = "New York";  
string s3(60, '*');  
string s4 = s3;  
string s5 = 'N'; //Error. s5 must hold a string, not a character  
string s6 =78;   //Error.
```

❁ If the string is not initialized, it represents the empty string.

Other ways to define C++ strings

Definition	Meaning
<code>string name;</code>	defines an empty string object
<code>string myName("Abu Bakar");</code>	defines a string and initializes it with a literal. myName: "Abu Bakar"
<code>string yourName(myName);</code>	defines a string and initializes it with values from other string. yourName: "Abu Bakar"
<code>string aName(myName, 5);</code>	defines a string and initializes it with string from myName starting at position 5 (i.e., at 6 th char.) aName: "akar"
<code>string newName(myname, 0, 3);</code>	defines a string and initializes it with 3 characters from myname starting at position 0 newName: "Abu"
<code>string noName(5, 'A');</code>	defines string and initializes it to 5 'A's noName: "AAAAA"

Input into a `string` Object

✿ Use `cin >>` to read an item into a string:

```
string firstName;  
cout << "Enter your first name : ";  
cin >> firstName;
```

String Input - example

Program 10-16

```
1  // This program demonstrates how cin can read a string into
2  // a string class object.
3  #include <iostream>
4  #include <string>
5  using namespace std;
6
7  int main()
8  {
9      string name;
10
11      cout << "What is your name? ";
12      cin >> name;
13      cout << "Good morning " << name << endl;
14      return 0;
15 }
```

Program Output with Example Input Shown in Bold

What is your name? **Peggy** [Enter]
Good morning Peggy

String input : `cin`

- ✿ When the input stream `cin` is used, white space characters (space, tab, newline etc.) are used
 - ◆ Separators – read next data
 - ◆ Terminators – terminate reading a value

String input `getline()`

✿ Use `getline()` to read a line of input (with spaces) into a string object

✿ The `getline()` reads from the current position in the input stream until a newline character is found

✿ The `getline()` takes 2 parameters:

- ◆ specifies an input stream eg. `cin` or file name
- ◆ specifies a string variable

✿ Example :
`getline(cin, name)`

String input : `getline()`

✿ The `getline()` with 3 parameters

- ◆ 1st and 2nd as the `getline()` with 2 parameters
- ◆ 3rd specifies the terminator character i.e. the character at which `getline()` will stop reading from the input stream

✿ Example :

```
iFile.open("String1.dat");  
getline(iFile, name, '\\t');
```

string operator

```
string s3, s4;  
string s1("Hi");  
string s2(" Dad");
```

```
s3 = s1 + s2;           // string concatenation  
s4 = "Hello Mom!";     // string assignment
```

Overloaded string Operators

OPERATOR	MEANING
>>	reads whitespace-delimited strings into string object
<<	outputs string object to a stream
=	assigns string on right to string object on left
+=	appends string on right to end of contents of string on left

continued ...

OPERATOR	MEANING
+	concatenates two strings
[]	references character in string using array notation
>, >=, <, <=, ==, !=	relational operators for string comparison. Return true or false

continued ...

```
string word1, phrase;  
string word2 = " Dog";  
cin >> word1; // user enters "Hot", word1 has "Hot"  
phrase = word1 + word2; // phrase has "Hot Dog"  
  
phrase += " on a bun";  
  
cout << phrase <<endl; // displays "Hot Dog on a bun"
```

string Methods

✿ Are behind many overloaded operators

✿ Categories

- ◆ assignment : `assign`, `copy`, `data`
- ◆ modification : `append`, `clear`, `erase`, `insert`, `replace`, `swap`
- ◆ space management : `capacity`, `empty`, `length`, `resize`, `size`
- ◆ substrings : `find`, `substr`
- ◆ comparison : `compare`

✿ See Table 10-7 for A list of functions

Table 10-7

Member Function Example	Description
<code>theString.append(str);</code>	Appends <code>str</code> to <code>theString</code> . <code>str</code> can be a <code>string</code> object or character array.
<code>theString.append(str, x, n);</code>	<code>n</code> number of characters from <code>str</code> , starting at position <code>x</code> , are appended to <code>theString</code> . If <code>theString</code> is too small, the function will copy as many characters as possible.
<code>theString.append(str, n);</code>	The first <code>n</code> characters of the character array <code>str</code> are appended to <code>theString</code> .
<code>theString.append(n, 'z');</code>	Appends <code>n</code> copies of 'z' to <code>theString</code> .
<code>theString.assign(str);</code>	Assigns <code>str</code> to <code>theString</code> . <code>str</code> can be a <code>string</code> object or character array.
<code>theString.assign(str, x, n);</code>	<code>n</code> number of characters from <code>str</code> , starting at position <code>x</code> , are assigned to <code>theString</code> . If <code>theString</code> is too small, the function will copy as many characters as possible.
<code>theString.assign(str, n);</code>	The first <code>n</code> characters of the character array <code>str</code> are assigned to <code>theString</code> .
<code>theString.assign(n, 'z');</code>	Assigns <code>n</code> copies of 'z' to <code>theString</code> .
<code>theString.at(x);</code>	Returns the character at position <code>x</code> in the <code>string</code> .
<code>theString.begin();</code>	Returns an iterator pointing to the first character in the <code>string</code> . (For more information on iterators, see Chapter 15.)
<code>theString.capacity();</code>	Returns the size of the storage allocated for the <code>string</code> .
<code>theString.clear();</code>	Clears the <code>string</code> by deleting all the characters stored in it.

(table continues)

Display 9.7 Member Functions of the Standard Class string

EXAMPLE	REMARKS
Constructors	
<code>string str;</code>	Default constructor; creates empty string object <code>str</code> .
<code>string str("string");</code>	Creates a string object with data "string".
<code>string str(aString);</code>	Creates a string object <code>str</code> that is a copy of <code>aString</code> . <code>aString</code> is an object of the class <code>string</code> .
Element access	
<code>str[i]</code>	Returns read/write reference to character in <code>str</code> at index <code>i</code> .
<code>str.at(i)</code>	Returns read/write reference to character in <code>str</code> at index <code>i</code> .
<code>str.substr(position, length)</code>	Returns the substring of the calling object starting at <code>position</code> and having <code>length</code> characters.
Assignment/Modifiers	
<code>str1 = str2;</code>	Allocates space and initializes it to <code>str2</code> 's data, releases memory allocated for <code>str1</code> , and sets <code>str1</code> 's size to that of <code>str2</code> .
<code>str1 += str2;</code>	Character data of <code>str2</code> is concatenated to the end of <code>str1</code> ; the size is set appropriately.
<code>str.empty()</code>	Returns true if <code>str</code> is an empty string; returns false otherwise.
<code>str1 + str2</code>	Returns a string that has <code>str2</code> 's data concatenated to the end of <code>str1</code> 's data. The size is set appropriately.
<code>str.insert(pos, str2)</code>	Inserts <code>str2</code> into <code>str</code> beginning at position <code>pos</code> .
<code>str.remove(pos, length)</code>	Removes substring of size <code>length</code> , starting at position <code>pos</code> .
Comparisons	
<code>str1 == str2 str1 != str2</code>	Compare for equality or inequality; returns a Boolean value.
<code>str1 < str2 str1 > str2</code>	Four comparisons. All are lexicographical comparisons.
<code>str1 <= str2 str1 >= str2</code>	
<code>str.find(str1)</code>	Returns index of the first occurrence of <code>str1</code> in <code>str</code> .
<code>str.find(str1, pos)</code>	Returns index of the first occurrence of string <code>str1</code> in <code>str</code> ; the search starts at position <code>pos</code> .
<code>str.find_first_of(str1, pos)</code>	Returns the index of the first instance in <code>str</code> of any character in <code>str1</code> , starting the search at position <code>pos</code> .
<code>str.find_first_not_of(str1, pos)</code>	Returns the index of the first instance in <code>str</code> of any character not in <code>str1</code> , starting search at position <code>pos</code> .

<code>theString.compare(str);</code>	Performs a comparison like the <code>strcmp</code> function (see Chapter 4), with the same return values. <code>str</code> can be a <code>string</code> object or a character array.
<code>theString.compare(x, n, str);</code>	Compares <code>theString</code> and <code>str</code> , starting at position <code>x</code> , and continuing for <code>n</code> characters. The return value is like <code>strcmp</code> . <code>str</code> can be a <code>string</code> object or character array.
<code>theString.copy(str, x, n);</code>	Copies the character array <code>str</code> to <code>theString</code> , beginning at position <code>x</code> , for <code>n</code> characters. If <code>theString</code> is too small, the function will copy as many characters as possible.
<code>theString.data();</code>	Returns a character array containing a null terminated string, as stored in <code>theString</code> .
<code>theString.empty();</code>	Returns true if <code>theString</code> is empty.
<code>theString.end();</code>	Returns an iterator pointing to the last character of the string in <code>theString</code> . (For more information on iterators, see Chapter 15.)
<code>theString.erase(x, n);</code>	Erases <code>n</code> characters from <code>theString</code> , beginning at position <code>x</code> .
<code>theString.find(str, x);</code>	Returns the first position at or beyond position <code>x</code> where the string <code>str</code> is found in <code>theString</code> . <code>str</code> may be either a <code>string</code> object or a character array.
<code>theString.find('z', x);</code>	Returns the first position at or beyond position <code>x</code> where 'z' is found in <code>theString</code> .
<code>theString.insert(x, str);</code>	Inserts a copy of <code>str</code> into <code>theString</code> , beginning at position <code>x</code> , <code>str</code> may be either a <code>string</code> object or a character array.
<code>theString.insert(x, n, 'z');</code>	Inserts 'z' <code>n</code> times into <code>theString</code> at position <code>x</code> .
<code>theString.length();</code>	Returns the length of the string in <code>theString</code> .
<code>theString.replace(x, n, str);</code>	Replaces the <code>n</code> characters in <code>theString</code> beginning at position <code>x</code> with the characters in string object <code>str</code> .
<code>theString.resize(n, 'z');</code>	Changes the size of the allocation in <code>theString</code> to <code>n</code> . If <code>n</code> is less than the current size of the string, the string is truncated to <code>n</code> characters. If <code>n</code> is greater, the string is expanded and 'z' is appended at the end enough times to fill the new spaces.
<code>theString.size();</code>	Returns the length of the string in <code>theString</code> .
<code>theString.substr(x, n);</code>	Returns a copy of a substring. The substring is <code>n</code> characters long and begins at position <code>x</code> of <code>theString</code> .
<code>theString.swap(str);</code>	Swaps the contents of <code>theString</code> with <code>str</code> .

Length of a String

✿ The number of characters it contains including whitespace characters, if any.

✿ Example:

```
string s1 = "UTM Skudai";  
int len = s1.length(); // len is 10
```

Modification of string objects

✿ Appending strings (to the end of a string)

```
string str1 = "UTM ";  
string str2 = "Skudai ";
```

```
str1.append(str2);    // str1 becomes "UTM Skudai "  
str2.append(str1);    // str2 becomes "Skudai UTM Skudai"
```

✿ Inserting strings (within a string)

```
string str3 = "Skudai ";  
string str4("UTM Johor"); // str4 has "UTM Johor"  
// insert str3 into str4 starting at position 4  
str4.insert(4, str3); // str4 becomes "UTM Skudai Johor"
```

Substrings

✿ `substr` method returns a substring

✿ syntax is :

```
s.substr(position, length) ;
```

✿ Example:

```
string name = "objects" ;
```

```
// copy a sub string from name starting at position 2 and taking 3 characters
```

```
string sub = name.substr(2, 3) ; // sub has "jec"
```

```
// copy a sub string from name starting at position 3
```

```
sub = name.substr(3, 15) ; // sub has "ects"
```