

Practical: 13 Create a 'STRING' class which overloads '==' operator to compare two STRING objects

```
#include<iostream>

#include<string.h>

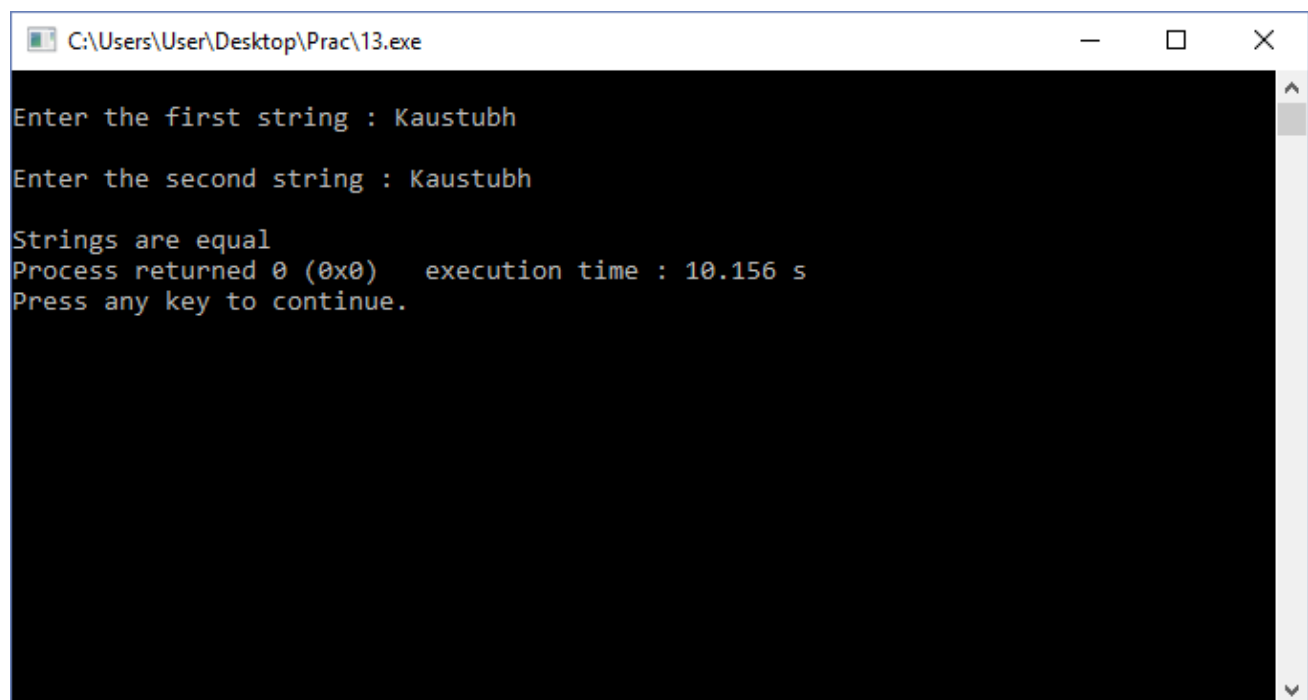
using namespace std;

class sstring
{
    char *p;
    int len;
public:
    sstring(){ }
    sstring( char *s)
    {
        len=strlen(s);
        p=new char[len+1];
        strcpy(p,s);
    }
    friend int operator ==( sstring &s1,sstring &s2)
    {
        if(strcmp(s1.p,s2.p)==0)
            return(1);
        else
            return(0);
    }
};

int main()
```

```
{  
    sstring s1,s2;  
    char str1[20],str2[20];  
    cout<<"\nEnter the first string : ";  
    cin>>str1;  
    cout<<"\nEnter the second string : ";  
    cin>>str2;  
    s1=str1;  
    s2=str2;  
    if(s1==s2)  
        cout<<"\nStrings are equal";  
    else  
        cout<<"\nStrings are not equal";  
    return 0;  
}
```

Output 13



```
C:\Users\User\Desktop\Prac\13.exe  
Enter the first string : Kaustubh  
Enter the second string : Kaustubh  
Strings are equal  
Process returned 0 (0x0) execution time : 10.156 s  
Press any key to continue.
```