



## CPP Tracing 6(ssstream)

In this lesson, we will learn about a library called **sstream** that contains a command **stringstream**.

```
#include<iostream>
//contains cin, cout
#include<sstream>
//contains stringstream
#include<vector>
#include<string>
using namespace std;
int main() {
    stringstream ss("10 20 30 40 50");
    cout << ss.str()<<endl;
    //printing value of the stringstream using str()
    for (int x, i = 0; i < 5; i++) {
        ss >> x;
        //scan from the string stream
        cout << x << endl;
    }
    //it's going to print 10 20 30 40 50
    cout << ss.str() << endl;
    ss.clear();
    ss.str("");
}
```



```
//clearing the string
ss << "Gammal Tech is the best";
cout << ss.str() << endl;

//printing ss
ss << "\nwww.gammal.tech is the best";

/*adding this text to the ss without deleting the old
one*/
cout << "--\n" << ss.str() << "\n--\n";
string s = "44 Tout Ankh Amoun Street";
ss.str("");
ss << s;

//adding s into ss
cout << "String: \t\t" << s << endl;
cout << "Stringstream:\t" << ss.str() << endl;
int x;
ss >> x;
cout << x << endl;
while (ss >> s) {
    cout << s << endl;
    x++;
    //while stops when the stringstream ends
}
cout << x << endl;

}
```



**output:**

10 20 30 40 50

10

20

30

40

50

10 20 30 40 50

Gammal Tech is the best

--

Gammal Tech is the best

www.gammal.tech is the best

--

String: 44 Tout Ankh Amoun Street

Stringstream: 44 Tout Ankh Amoun Street

44

Tout

Ankh

Amoun

Street

48

