

Strings in C++ (Raylib.h) 13-02-2024

- C-Style String:- (It's still used in C++)

char sword[] = "sword";

↓ ↓ ↓
Character It is an String
type array type literal
 (Used to populate an
 array of chars).

- Array of char
- C style strings are **null terminated** as they always contain this **null character** in the end.

Eg : sword

's'	'w'	'o'	'r'	'd'	'\0'
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So the array here are depicted in boxes, and in each box is a character.

- The very last character is the null character. much like the new line character, It look like two characters, but it's actually a single character which we call **null character**.

- Character literals are surrounded by single quotes not to be confused with string literals.

⇒ The std::string Class :-

• Previous Version :- #include <string.h>

New version :- #include <string>

↳ • Class type

• In the standard library

• Contains a C-style string

• Contains functions

How to declare a new variable of the string type notice ?

⇒ `std::string damage = "Damage";`

String literal

↳ It is the name of a namespace, which is a space which contains code functions and variables which can be accessed by using the name of the namespace along with the :: (Scope Resolution Operator).



damage

"Damage:"

damage.append("Blh");

Output

damage

"Damage: Blh"

How do we append a number instead of a string?

Ans:- damage.append(str::to_string(12));

(Here number is converted to a string)

Output

damage

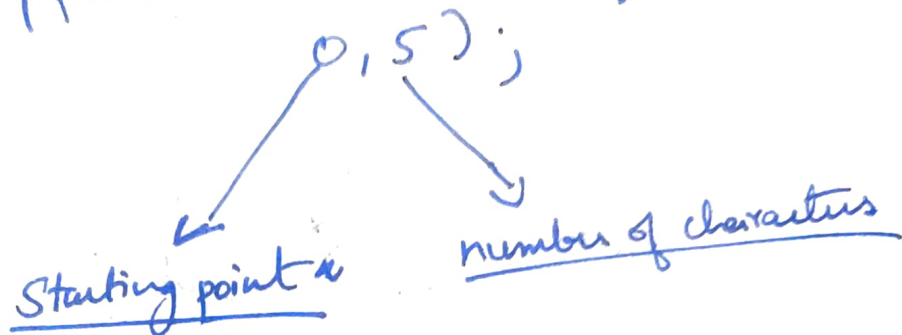
"Damage: 12"

⇒ When we deal with float values, we'll have a lot of digits



But there exists yet another version of the append function which has multiple parameters.

→ `damage.append(std::to_string(12.4578f),`



- The second parameter is an integer designating the starting point of the string we're passing into append.

- The third parameter is the number of characters we'd like to keep.

So if we choose `fix` here, then we're going to append `12.45` as the decimal points counts as a character.

Output

`damage`

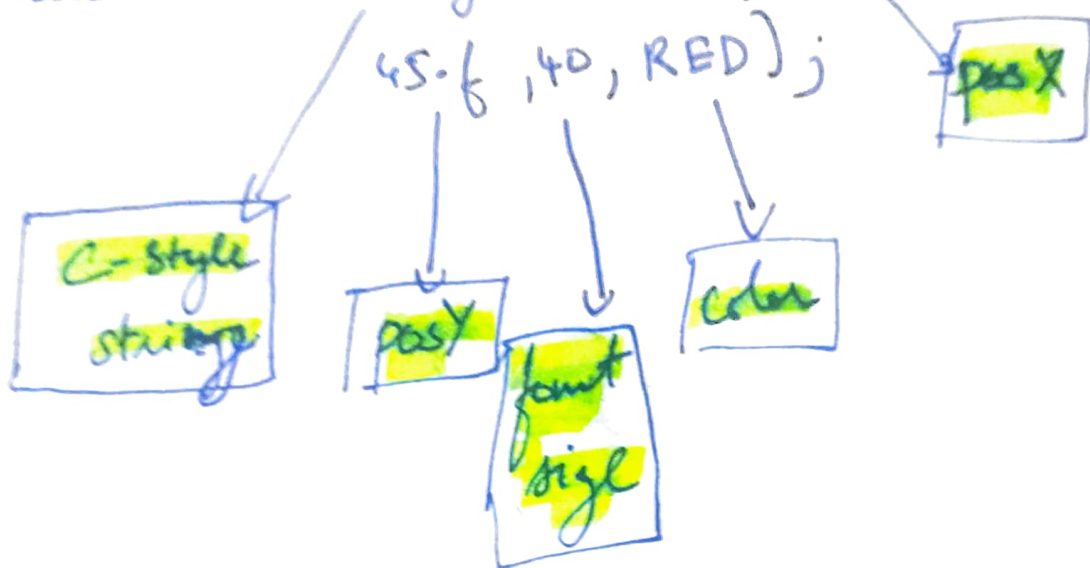
`"Damage: 12.45"`

Starting point is 0
But character starts
counting from 1



Raylib Standard String

DrawText("Damage: 12.45", 55.f,
45.f, 40, RED);



How do we pass in a standard string to the draw text function when the draw text requires a C-style string?

⇒ DrawText(damage, C_str C, 55.f, 45.f,
40, RED);

