

# Strings

Strings are a useful feature of the C++  
language that is not available in C

# Strings

- In C++ as in C strings may be handled as null-terminated arrays of characters
- The Standard C++ Library includes a `String` class which greatly simplifies the use of character strings.
- To use strings (or any other Standard Library class):
  - The appropriate header file must be included  
`#include <string>`  
(NOTE NOT `string.h` – this gives C functions `strcmp()`, etc)
  - The following directive (or a variant) must be used:  
`using namespace std;`
  - Strings may now be declared just as are the built-in types:  
`string str1;`  
or  
`string str2 = "This is an initialisation";`

# Operations on strings (1)

- A very large number of operations are defined for strings. Some of the most important are:
  - *Assignment* – a standard string, a C-style string or a single character may be assigned to a string.

```
string str1, str2, str3;  
char cStr[] = "A constant string";
```

```
str1 = cStr;  
str2 = str1;  
str3 = "Another constant string";  
str1 = 'c';
```

# Operations on strings (2)

- *Concatenation* – strings can be concatenated by use of the ‘+’ or the ‘+=’ operator.

```
str3 = str1 + str2;  
str3 = str1 + "more string";  
str3 = "another string" + str2 + '?';
```

```
str3 += str1;  
str3 += '!';  
str3 += "some more stuff";
```

- *Individual characters* can be accessed or changed by indexing.

```
str1[3] = '$';  
char ch = str1[6];
```

- *As with C, there is no subscript range checking.*  
*An out-of-range subscript gives unspecified results*

# Operations on strings (3)

- Length of a string may be found by:

```
int length = str1.length();
```

- Lexical comparison of two strings uses the operators ==, !=, >, >=, <, <= , e.g.:

```
if(str1 == str2) . . . .
```

- Strings may be output to the screen by:

```
cout << str1;
```

or input from the keyboard by:

```
cin >> str1;
```

(As with input into a char array, leading white space is ignored and trailing white space terminates the operation.)

# Operations on strings (4)

- There are a number of other operations available for strings.  
These include operations to:
  - Insert one string into another.
  - Find the position of a sub-string within a string.

