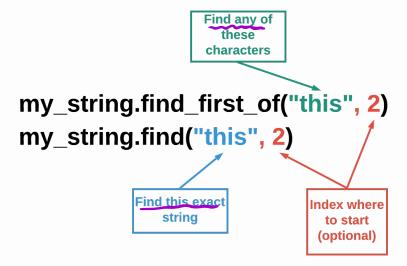
# **Learning Objectives: String Functions**

- Identify the functions and applications of the following string functions:
  - find\_first\_of() & find\_last\_of()
  - o push\_back() & insert()
  - o pop\_back() & erase()
  - o replace()
  - o append()
  - o toupper() & tolower()

## Find First Of & Last Of

#### The find\_first\_of() Function

The find\_first\_of() function works similarly to how the find() function does. However, the find\_first\_of() function will search for **any** matching characters specified. For example, given the string "this is his string", my\_string.find\_first\_of("his") will return 1 because the character h within his appears first at index number 1. Like the find() function, you can optionally specify an index number to direct the system where to start searching.



.guides/img/FindFirstOf

#### **▼** The find\_last\_of() function

You can use the find\_last\_of() function to search for a set of characters in a string that occur last. Here is an example, given the string "this is his string", my\_string.find\_last\_of("his") will return 15 because the i in his occurs last at index 15. If you don't want the system to search the whole string, you can specify an index as a second parameter to direct the system where to start searching.

challenge

# What happens if you:

- Set string2 to "wornb"? ——)4
- Change the cout statement to string1.find\_first\_of(string2, 14)? 20
- Set string2 to "axe" and change the cout statement to string1.find\_first\_of(string2, 34)? 36
- Set string2 to "i" and change the cout statement to string1.find\_first\_of(string2)?

**Remember** that 18446744073709551615 is equivalent to -1 which also means not found.

### **Push Back & Insert**

### The push\_back() Function

In a previous module, you were introduced to vectors. The push\_back() function works the same way in strings as it does in vectors. It adds a specific **character** to the **end** of the string.

challenge

## What happens if you:

- add the code my\_string.push\_back("ay"); below
   my\_string.push\_back('d');?
- replace my\_string.push\_back("ay"); with my\_string.push\_back('a');?
- add the code my\_string.push\_back('y'); below my\_string.push\_back('a');?

## The insert() Function

Unfortunately, the push\_back() function cannot add multiple characters (string) to an existing string. However, the insert() function can. Unlike many functions where specifying the starting index number is optional, doing so is necessary for insert() to work.

Note that the index specification comes **before** the string you want the system to add. For example, my\_string.insert(0, "abc") will add the string abc to the 0th index which is also the beginning of the string. To add to the end of the string, you can use my\_string.length(). Note that you do not need to subtract 1 from my\_string.length() because the system will add characters starting at the index **after** the last character of the string.

```
string my_string = "Today is Satur";
my_string.insert(my_string.length(), "day");
cout << my_string << endl; — Today is Saturday
```

challenge

## What happens if you:

- $\bullet \ \ replace \ {\tt my\_string.insert(my\_string.length(), \ "day"); \ with}$
- replace my\_string.insert(0, "day");? —) dayToday is Satur
   change the code back to my\_string.insert(my\_string.length(), "day"); and add my\_string.insert(9, "a good "); below it? —> Today is a good Satur

## Pop Back & Erase

#### The pop\_back() Function

The pop\_back() function removes a **single** character from the end of a string. You do not include anything within parentheses ().

#### The erase() Function

The erase() function can remove **multiple** characters from a string or the entire string itself. To remove the whole string, leave the parentheses () empty. Alternatively, you can specify **one** index number to remove all characters starting at that index to the end of the string. Specify **two** index numbers to start at an index and erase a *certain* number of characters at that index forward.

challenge

## What happens if you:

- Replace my\_string.erase(my\_string.length()-1); with my\_string.erase(12);?
- Replace my\_string.erase(12); in your current code with my\_string.erase(12, 5);?
- Replace my\_string.erase(12, 5); in your current code with my\_string.erase(); Rmove entire String

**▼** Why do I see Command was successfully executed.?

When Codio does not detect anything being printed to the console, you will see the message Command was successfully executed. displayed. The command my\_string.erase() causes the entire string to become empty and since an empty string has no output, you will see Command was successfully executed. instead.

## Replace

## The replace() Function

The replace() function is really a <u>combination of the erase()</u> and <u>insert()</u> functions. Let's take a look at an example.

```
my_string.replace(1, 2, "3")
```

There are three parameters of interest within replace() above. The 1 represents the index at which we want to start erasing. The 2 tells the system how many characters to erase starting at index 1. And the "3" is the string that the system will insert into the string at index 1.

challenge

## What happens if you:

- Change string3 to string1.replace(6, 6, string2)? —) Hello Codio.
- Change string3 to string1.replace(2, 3, "y")? Hey wild!

## **Append**

### The append() function

An alternative way to concatenate or combine strings is to use the append() function. The append() function works in the same way as adding literal strings together using the + operator.

```
string a = "High";
string b = " Five";
cout << a.append(b) << end1; —> High Five
```

challenge

### What happens if you:

- Change the cout statement to a append (b + "!")? —) high Five!
- Change the cout statement to a.append("Five" + "!")? —) expr Change the cout statement to "High" + " Five" + "!"? —) expr
- Change the cout statement to a + " Five" + "!"? > High Five!
- Change the cout statement back to a.append(b) and replace string b = " Five"; with int b = 5; —) (Hor

important

#### **IMPORTANT**

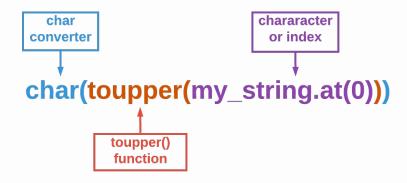
NOTE that the append() function is exclusively for strings. Thus, you cannot include other data types like ints when using append() unless they are converted to strings first. Additionally, when using the + operator to combine two strings together, make sure that at least one of the strings is a string variable. Otherwise, the system will think you are trying to manipulate a string literal, which is not allowed.

## **Uppercase & Lowercase**

## The toupper() Function

The toupper() function returns the uppercase form of a specified character. Insert the character you wish to convert as a parameter.

**Note** that by default, toupper() returns the **ASCII** representation of the uppercase letter. Thus, you'll need char to convert the ASCII code into alphabetical.



.guides/img/StringToUpper

challenge

## What happens if you:

- Change the cout statement to char(toupper(my\_string.at(my\_string.length()-1)))?
- Change the cout statement to char(toupper('t'))?—) \( \)
- Change the cout statement to char(toupper(my\_string))? embronly convert one character

## The tolower() Function

The tolower() function returns the lowercase form of a specified character. It has all of the technicalities that the toupper() function has.

```
string my_string = "THE BIG BROWN DOG";
```

challenge

## What happens if you:

- Change the cout statement to