Computer Programming II **—** Homework Assignment **#**2

The class string defined in string.h implements part of STL class string in Visual C**** 2019. Please write member functions from buffer constructor, fill constructor, copy constructor, assign, equal, erase, and resize which implement corresponding member functions in STL class string.

The screen dialog should appear as follows:

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| **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **There are 0 errors.**  **請按任意鍵繼續 . . .** |