**gettoken**

*Function of getting part of string beginning from a symbol with definite number.*

**Syntax:**

*s* **= gettoken**(*str*, *n*)*;*

**Arguments:**

*str* – initial string,

*n* – number of symbol beginning from which a part of string is obtained.

**Description:**

*getoken(str, n)* – function of getting part of string *str* beginning from a symbol with number *n*. The numbering of symbols in the string begins from one. At that, argument *n* changes its value to position in the string for the next lexical unit (word). The spaces and hyphenations get ignored.

**Result:**

*s –* part of string being returned.

**Example:**

|  |  |
| --- | --- |
|  | **var**  str:string = "string1 string2",  n:integer = 3;  //we will get a part of string beginning from the 3d symbol  s = **gettoken**(str, n); |

As a result variable *s* will comprise string “ring1”, variable *n* will be assigned value 9.