

# Computer Programming

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Session : C++ Standard Library – The “string” Class

# Quick Recap of Relevant Topics

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- Object-oriented programming with structures and classes
  - All classes seen so far were custom designed by us
- Template classes and functions

# Overview of This Lecture

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- C++ Standard Library
  - Collection of very useful classes that come with all C++ distributions
- The “**string**” classs

# Acknowledgment

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- Much of this lecture is motivated by the treatment in **An Introduction to Programming Through C++** by **Abhiram G. Ranade** McGraw Hill Education 2014

# C++ Standard Library

- Some classes and functionalities very commonly used across a wide variety of applications
  - string, vector, list, queue, stack, priority\_queue, set, map, ...
- Instead of each user defining these separately, C++ provides implementations of these as part of every distribution
- **C++ Standard Library**
  - **Collection of commonly used classes and functions**
  - **Part of C++ ISO Standard**
  - **Uses the best algorithms, are extensively tested, uses good dynamic memory management, ...**

# C++ Standard Library



- All features declared within “**std**” namespace
  - Saying “**using namespace std;**” at the beginning of your program takes care of this
- Must include appropriate header file in program to access standard library features
  - **#include <string>**
  - **#include <vector>**
- Complete library fairly large
  - We’ll study only a few features in lectures
  - Handout contains list of other classes in library
  - Strongly encouraged to use Standard Library classes in your programs

# C++ Standard Library (To Be Studied)

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- **string** class
  - For storing and manipulating strings without worrying about internal representation
- Container classes
  - Holder of a collection of objects of another class (generic type)
  - Usually implemented as template classes
  - **vector** class
  - **map** class
  - **list** class
- Many more interesting classes ... not covered in lectures

## The “string” class

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- For representing and manipulating strings
- Must use **#include <string>** at start of program
- Large collection of member functions
  - We’ll see only a small subset
- Some non-member functions (e.g. **operator+**, **getline**) also defined and very useful



# Simple Programming using “string” Class

```
#include <iostream>
#include <string>
using namespace std;
int main() {
    string s1 = "Hello ";
    string s2 = "world! ";
    string s3 = s2;
    cout << s1 << " " << s3 << endl;
    return 0;
}
```

Hello world!

## Reading Input Strings: **cin**

```
#include <iostream>
#include <string>
using namespace std;
int main() {
    string s1 = "Please type in your name: ";
    string s2;
    cout << s1;
    cin >> s2;
    cout << "Your name is: " << s2 << endl;
    return 0;
}
```

*Ajit Trivedi*

*Your name is: Ajit*

## Reading Input Strings: **getline**

```
#include <iostream>
#include <string>
using namespace std;
int main() {
    string s1 = "Please type in your name: ";
    string s2;
    cout << s1;
    getline(cin, s2); Ajit Trivedi
    cout << "Your name is: " << s2 << endl;
    return 0; Your name is: Ajit Trivedi
}
```

## Concatenating strings: **operator+**

```
#include <iostream>
#include <string>
using namespace std;
int main() {
    string s1 = "Hello ";
    string s2 = "world";
    string s3 = s1 + s2 + "!!!";
    cout << s3 << endl;
    return 0;
}
```

Hello world!!!

## Concatenating strings: **append**

```
#include <iostream>
#include <string>
using namespace std;
int main() {
    string s; string s1 = "Hello ";
    string s2 = " my world!!!";
    s.append(s1); Hello .
    s.append(s2, 4, 5); Hello world
    s.append("!!!"); Hello world!!!
    cout << s << endl;
    return 0;
}
```

## Accessing Characters: **operator[]**

```
#include <iostream>
#include <string>
using namespace std;
int main() {
    string s1 = "Hello world!!!";
    if ((s1[6] == ' ') && (s1[7] == ' ')) {
        s1[6] = 'm'; s1[7] = 'y';
    }
    cout << s1;
    return 0;
}
```

Hello my world!!!

## Accessing Characters: **at**

```
#include <iostream>
#include <string>
using namespace std;
int main() {
    string s1 = "Hello world!!!";
    if ((s1.at(6) == ' ') && (s1.at(7) == ' ')) {
        s1.at(6) = 'm'; s1.at(7) = 'y';
    }
    cout << s1;
    return 0;
}
```

s1[100] vs s1.at(100):  
Illegal memory/garbage  
access  
vs  
out\_of\_range exception

## Finding a Substring: **find** and **rfind**

```
#include <iostream>
#include <string>
using namespace std;
int main() {
    string s1 = "Hello world Hello!!!";
    int i = s1.find("Hello");
    int j = s1.find("Hi");
    cout << i << ", " << j << endl;
    return 0;
}
```

```
#include <iostream>
#include <string>
using namespace std;
int main() {
    string s1 = "Hello world Hello!!!";
    int i = s1.rfind("Hello");
    int j = s1.rfind("Hi");
    cout << i << ", " << j << endl;
    return 0;
}
```

**string::npos**    A value that can never be a valid index



## Extracting Substrings: **substr**



```
#include <iostream>
```

```
#include <string>
```

```
using namespace std;
```

```
int main() {
```

```
    string s1 = "Hello world Hello!!!";
```

```
    cout << s1.substr(6) << " " << s1.substr(0, 5) << endl;
```

```
    return 0;
```

```
}
```

*world Hello!!!. Hello*

# C++ Iterator

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- An object that points to an element in a collection of elements, and can be used to iterate through the elements in the collection
- Like a pointer, but not exactly the same
- Must support ++ (increment) and \* (dereference) operations

## Iterator Related Functions in “string” Class

```
#include <iostream>
```

```
#include <string>
```

```
using namespace std;
```

```
int main() {
```

```
    string s1 = “Hi there!”;
```

```
    for (string::iterator it = s1.begin(); it != s1.end(); it++) { cout <<  
        *it;}
```

```
    return 0;
```

```
}
```

**begin(), end()**  
member functions

*Hi . there!*

## Iterator Related Functions in “string” Class

```
#include <iostream>
```

```
#include <string>
```

```
using namespace std;
```

```
int main() {
```

```
    string s1 = “Hi there!”;
```

```
    for (string::reverse_iterator rit= s1.rbegin(); rit != s1.rend(); rit++) {
```

```
        cout << *rit;
```

```
    }
```

```
    return 0;
```

```
}
```

**rbegin(), rend()**  
member functions

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# Summary

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- C++ Standard Library
- “**string**” class and its usage
  - Many more member functions exist
  - Encouraged to read them up on your own