

Strings and Collections



Kate Gregory

www.gregcons.com/kateblog @gregcons



Objects and Classes

C++ apps are not just made of functions, but of classes and objects too

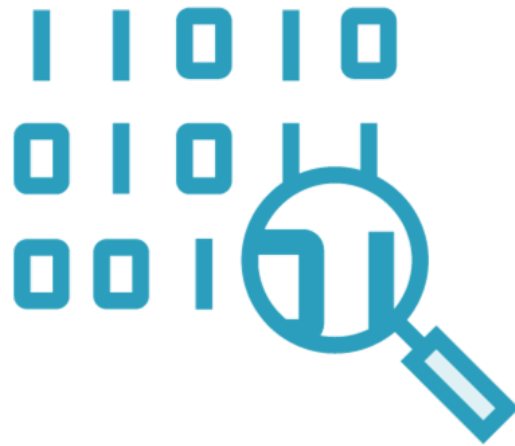
C++ is an object oriented language



Objects and Classes



A class defines
the idea of an
object



What data it
holds



What functions
it can be asked
to perform



Example: Date



Objects and Classes



An object is an instance of a class

- Example: May 1st, 1990 or Dec 3rd, 2017

Functions inside a class are called *member functions*

The kind of functions shown earlier are called *free functions* or *nonmember functions*

C++ uses plenty of both

Strings

```
#include <string>
```

C++ has a very useful string class in the std namespace

- #include <string>

Can compare, combine and manipulate strings

Also search for substrings, make replacements, ...

Makes string feel like a built in type

For Unicode, use wstring



String Operators

To combine two
strings: + +=

To test two
strings: == < > !=

The cout <<
operator and cin
>> operator both
work perfectly
with strings



Reuse Your Knowledge

You know how to compare two integers with `>` and similar operators

- Compare strings the same way

You know how to add two integers with `+`

- Add strings the same way

You know how to print an integer on the console with `cout >>`

- Print strings the same way

The more you know how to do, the easier new things are to learn



String Member Functions

```
string greeting = "Hello, ";
```

```
int len = greeting.length();
```

```
string s2 = greeting.substr(2,3);
```

```
int pos = greeting.find("He");
```

◀ length

◀ substr

◀ find



Exercise



Write a program that asks the user for two words and tells them which is longer

Hints:

- Use the code from Guess My Number as a starting point
- This app can run until the user says to stop, or just once: your choice

Once it's working, try entering a phrase and see what happens



Collections



Many programs need to work with a number of similar items

- The people in a department
- The items in an order
- The transactions in an account



The Standard Library
provides classes that are
ready to use



Collections

**Simplest and best first choice:
vector**

**Holds a number of values, all of
the same type**

**Size does not need to be known
in advance**

**Easy to access a specific item or
all of them**



```
#include <vector>
using std::vector

vector<int> nums;

nums.push_back(3);

for(auto item:nums)
{
    cout << item << " ";

}

nums[0]=7;
```

- ◀ Include the header file and simplify the name
- ◀ When declaring, specify what it is a vector of
- ◀ push_back adds an element at the end
type must match
- ◀ The ranged for loop uses each element in the vector in order
- ◀ Access elements with []
Zero based



```
#include <algorithm>
```

```
vector<string> words;
```

```
// ...
```

```
sort(begin(words),end(words));
```

```
int threes =  
    count(begin(nums),end(nums),3);
```

- ◀ Free functions that work with vector and other collection classes
- ◀ Begin and end are here because you can actually sort just part of a vector if you wanted to
- ◀ The count() function looks for values matching the third parameter



Operator Overloading

Operators are just
functions

strange names, no ()

You've seen many
operators in this
module

string

+, +=, ==

vector

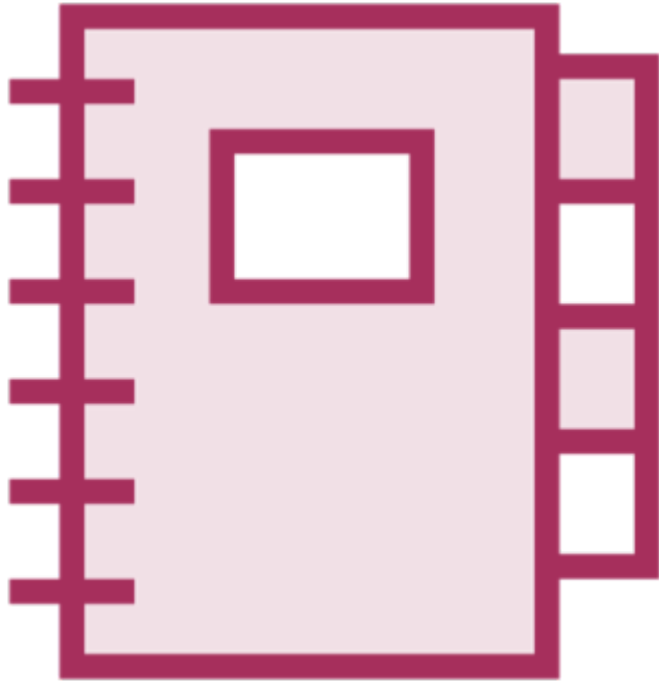
[]

cout and cin

>> and <<



Templates



Templates are a powerful way to write a library

- Work on any type, without giving up type safety
- Work on both built in and user defined types
 - int, bool, double, string, Employee, OrderItem, ...
 - Operator overloads are a big part of that

Using a template is not difficult

- vector
- sort()



Summary



The string class is powerful and useful

- Intuitive operator overloads
- Member functions
- Works with some free functions in the standard library as well

The Standard Library includes classes to represent a collection of anything

- vector is the most generally useful collection
- There are free functions to work with vector and other collections

The template mechanism in C++ allows us to generalize over types without losing type safety

- You write less code
- Programs have less bugs

Operator overloading is extremely powerful

