

Strings

```
#include <string>
```

```
string str1 = "Hello";
```

```
cout << str; // Hello
```

```
cout << str[1]; // e
```

```
string str2 = "How are you";
```

```
string s = str1 + " " + str2;  
str1.append(str2);
```

} Both will have same output

```
cout << s; // Hello How are you
```