



## String

We can also use **string** class objects to store the *string* values in C++. **string** is an inbuilt class in the **string** header. The **string** header is defined in the **std** namespace. The **string** header is default imported, so we need not import it necessarily.

We can create an string instance/object using following syntax:

```
string objectname;
```

### Example:

```
string str;
```

In the above statement, str is an object of **string** class.

### Store value in **string** object

We can use assignment operator to assign value in string objects.

```
string str="tarun";
```

### Print value stored in string object

We can print the strings using the **cout** and **<<** operator.

```
string str="Pankaj singh kandari";
```

```
cout<<str;
```

### Input value in string object

We can input value in string object using the **cin** and **>>** operator. It can read and store only single word string value into the **string** object.

We can use `getline()` function to read multi word string and store it into the **string** object.

### Access individual character

We can access the individual character from **string** object using the array notation.

```
Stringname[index]
```

Note: The index starts from 0.

### Getting length of the **string** object

The **string** class provides `length()` or `size()` method that returns/gives length of the string.