

## My own String class

0.1

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# Chapter 1

## Test List

Member **TEST\_CASE** ("1) Testing MyString")

- 1) Testing `MyString` Constructor
- 2) Testing `MyString` Constructor Empty
- 3) Testing `MyString` Compare Method
- 4) Testing `MyString` Revert Method
- 5) Testing `MyString` `<<` opearator



## Chapter 2

# Class Index

### 2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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## Chapter 3

# File Index

### 3.1 File List

Here is a list of all files with brief descriptions:

<a href="#">main.cpp</a>	11
<a href="#">MyString.cpp</a>	11
<a href="#">MyString.h</a>	12
<a href="#">testMyString.cpp</a>	12



# Chapter 4

## Class Documentation

### 4.1 MyString Class Reference

```
#include <MyString.h>
```

#### Public Member Functions

- [MyString](#) ()
- [MyString](#) (const char \*cString)
- char \* [getInternalCString](#) () const
- int [getNlength](#) () const
- void [reverseit](#) ()
- int [compareStr](#) (const [MyString](#) &lhs, const [MyString](#) &rhs)

#### Private Attributes

- unique\_ptr< char []> [internalCString](#)
- int [nlength](#)

#### Friends

- ostream & [operator<<](#) (ostream &os, const [MyString](#) &myString)

### 4.1.1 Constructor & Destructor Documentation

#### 4.1.1.1 MyString() [1/2]

```
MyString::MyString ( )
```

Default Constructors. Creates an object with empty string.

#### 4.1.1.2 MyString() [2/2]

```
MyString::MyString (
    const char * cString )
```

Constructor with one parameter In

**Parameters**

<i>cString</i>	String to create
----------------	------------------

## 4.1.2 Member Function Documentation

### 4.1.2.1 compareStr()

```
int MyString::compareStr (
    const MyString & lhs,
    const MyString & rhs )
```

### 4.1.2.2 getInternalCString()

```
char * MyString::getInternalCString ( ) const
```

Get Object's string data member

**Returns**

object's string data member

### 4.1.2.3 getNlength()

```
int MyString::getNlength ( ) const
```

Get the objects string length

**Returns**

object string length

### 4.1.2.4 reverseit()

```
void MyString::reverseit ( )
```

Reverit: will reverse the other of string chars

## 4.1.3 Friends And Related Function Documentation

### 4.1.3.1 operator<<

```
ostream& operator<< (
    ostream & os,
    const MyString & myString ) [friend]
```

Operator overload << for MyString class

## Parameters

<i>os</i>	system os
<i>myString</i>	reference to object

## Returns

os output of object

## 4.1.4 Member Data Documentation

### 4.1.4.1 internalCString

```
unique_ptr<char [ ]> MyString::internalCString [private]
```

### 4.1.4.2 nlength

```
int MyString::nlength [private]
```

The documentation for this class was generated from the following files:

- [MyString.h](#)
- [MyString.cpp](#)



## Chapter 5

# File Documentation

### 5.1 main.cpp File Reference

```
#include <iostream>
#include "MyString.h"
```

#### Functions

- int [main](#) (void)

#### 5.1.1 Function Documentation

##### 5.1.1.1 main()

```
int main (
    void )
```

### 5.2 MyString.cpp File Reference

```
#include <memory>
#include "MyString.h"
```

#### Functions

- ostream & [operator<<](#) (ostream &os, const [MyString](#) &myString)

## 5.2.1 Function Documentation

### 5.2.1.1 operator<<()

```
ostream& operator<< (
    ostream & os,
    const MyString & myString )
```

Operator overload << for [MyString](#) class

#### Parameters

<i>os</i>	system os
<i>myString</i>	reference to object

#### Returns

os output of object

## 5.3 MyString.h File Reference

```
#include <iostream>
#include <stdlib.h>
#include <time.h>
#include <memory>
```

#### Classes

- class [MyString](#)

## 5.4 testMyString.cpp File Reference

```
#include "catch.hpp"
#include "MyString.h"
```

#### Macros

- #define [CATCH\\_CONFIG\\_MAIN](#)

#### Functions

- [TEST\\_CASE](#) ("1) Testing [MyString](#)")



## 5.4.1 Macro Definition Documentation

### 5.4.1.1 CATCH\_CONFIG\_MAIN

```
#define CATCH_CONFIG_MAIN
```

## 5.4.2 Function Documentation

### 5.4.2.1 TEST\_CASE()

```
TEST_CASE (
    " 5 )
```

**Test** 1) Testing [MyString](#) Constructor

**Test** 2) Testing [MyString](#) Constructor Empty

**Test** 3) Testing [MyString](#) Compare Method

**Test** 4) Testing [MyString](#) Revert Method

**Test** 5) Testing [MyString](#) << opearator



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