Strings

Something enclosed in the " "

"Strings"

① Character Arrays

└ cstrings (character Arrays)

We can use them to store the strings

char str = {'a', 'b', 'c', '\0'}

will convert characters into a valid string (though char already prints them as the string but '\0' makes the string valid)

like → "abc"

strlen(str) → (3) — will ignore '\0'.

char str[] = "Hello" // String literals

Internally Hello will be stored in contiguous locations

0	1	2	3	4	5
H	E	L	L	O	\0

Input & Output

char str [100]

cin >> str ; → Hello world

cout << str ; → Hello // will ignore anything after the space

So, the solution is:

cin.getline (str, len, delim?)

- str → str array
- len → length of input
- delim? → delimiter (limit the string using specific symbols / anything) (By default enter)

Example

cin.getline(str, 100, $) Hello world$ I am here

cout << str → Hello world

Output

```
for(i=0; i<str[i]='\0'; i++){
    cout << str[i];
```

Counting the length as well

```
length=0
for(i=0; i<str[i]='\0'; i++){
    length++;
```

for Helloworld_ → 11

2) Strings

Inbuilt strings. like strings already exist as the class and then we use strings in the code as objects.

string str = "String".

→ Dynamic in nature (means values can be changed, can be resized.) which is also the limitation of character arrays.

→ supports the operators as well.

str3 = str1 + str2 (concatination)

str1 == str2

str1 > str2

str1 < str2

[Comparison for the lecigraphical checking]

str.length() → length of strings.

```
cin >> str
cout << str
getline(cin, str)
cout str
```

Hello world
Hello Ignored
Hello world
Hello world

Loops

```
for(i=0; i<str.length(); i++)
    cout << str[i]
```

OR

```
for(char ch : str){
    cout << ch;
```

Reverse a String

For character array

```
st=0   end=n-1
while(st<end){
swap(str[st], str[end])
    st++
    end--
}
```

For Strings

```
reverse(str.begin(), str.end())
```

Palindrome Problem.