


starting out with >>> **C++**
From Control Structures
through Objects

Chapter 10:
**Characters, C-Strings, and
More About the
string Class**

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10.1

Character Testing

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Character Testing

- Requires `cctype` header file

FUNCTION	MEANING
<code>isalpha</code>	true if <code>arg</code> is a letter, false otherwise
<code>isalnum</code>	true if <code>arg</code> is a letter or digit, false otherwise
<code>isdigit</code>	true if <code>arg</code> is a digit 0-9, false otherwise
<code>islower</code>	true if <code>arg</code> is lowercase letter, false otherwise
<code>isprint</code>	true if <code>arg</code> is a printable character, false otherwise
<code>ispunct</code>	true if <code>arg</code> is a punctuation character, false otherwise
<code>isupper</code>	true if <code>arg</code> is an uppercase letter, false otherwise
<code>isspace</code>	true if <code>arg</code> is a whitespace character, false otherwise

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From Program 10-1

```

10  cout << "Enter any character: ";
11  cin.get(input);
12  cout << "The character you entered is: " << input << endl;
13  if (isalpha(input))
14      cout << "That's an alphabetic character.\n";
15  if (isdigit(input))
16      cout << "That's a numeric digit.\n";
17  if (islower(input))
18      cout << "The letter you entered is lowercase.\n";
19  if (isupper(input))
20      cout << "The letter you entered is uppercase.\n";
21  if (isspace(input))
22      cout << "That's a whitespace character.\n";

```

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10.2

Character Case Conversion

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Character Case Conversion

- Require `cctype` header file
- Functions:
 - `toupper`: if `char` argument is lowercase letter, return uppercase equivalent; otherwise, return input unchanged

```

char ch1 = 'H';
char ch2 = 'e';
char ch3 = '!';

cout << toupper(ch1); // displays 'H'
cout << toupper(ch2); // displays 'E'
cout << toupper(ch3); // displays '!'

```

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Character Case Conversion

Functions:

`tolower`: if `char` argument is uppercase letter, return lowercase equivalent; otherwise, return input unchanged

```
char ch1 = 'H';
char ch2 = 'e';
char ch3 = '!';

cout << tolower(ch1); // displays 'h'
cout << tolower(ch2); // displays 'e'
cout << tolower(ch3); // displays '!'
```

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10.3

C-Strings

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C-Strings

- **C-string**: sequence of characters stored in adjacent memory locations and terminated by `NULL` character
- **String literal (string constant)**: sequence of characters enclosed in double quotes `" "`:
`"Hi there!"`

H	i			t	h	e	r	e	!	\0
---	---	--	--	---	---	---	---	---	---	----

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C-Strings

- Array of `chars` can be used to define storage for string:

```
const int SIZE = 20;
char city[SIZE];
```
- Leave room for `NULL` at end
- Can enter a value using `cin` or `>>`
 - Input is whitespace-terminated
 - No check to see if enough space
- For input containing whitespace, and to control amount of input, use `cin.getline()`

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Using C-Strings in Program 10-5

Program 10-5

```
1 // This program displays a string stored in a char array.
2 #include <iostream>
3 using namespace std;
4
5 int main()
6 {
7     const int SIZE = 80; // Array size
8     char line[SIZE];     // To hold a line of input
9     int count = 0;      // Loop counter variable
10
11     // Get a line of input.
12     cout << "Enter a sentence of no more than "
13          << (SIZE - 1) << " characters.\n";
14     cin.getline(line, SIZE);
15
16     // Display the input one character at a time.
17     cout << "The sentence you entered is:\n";
18     while (line[count] != '\0')
19     {
20         cout << line[count];
21         cout++;
22     }
23     return 0;
24 }
```

Program Output with Example Input Shown in Bold

```
Enter a sentence of no more than 79 characters:
C++ is challenging but fun! [Enter]
The sentence you entered is:
C++ is challenging but fun!
```

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10.4

Library Functions for Working with C-Strings

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Library Functions for Working with C-Strings

- Require the `cstring` header file
- Functions take one or more C-strings as arguments. Can use:
 - C-string name
 - pointer to C-string
 - literal string

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Library Functions for Working with C-Strings

Functions:

- `strlen(str)`: returns length of C-string `str`

```
char city[SIZE] = "Missoula";
cout << strlen(city); // prints 8
```
- `strcat(str1, str2)`: appends `str2` to the end of `str1`

```
char location[SIZE] = "Missoula, ";
char state[3] = "MT";
strcat(location, state);
// location now has "Missoula, MT"
```

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Library Functions for Working with C-Strings

Functions:

- `strcpy(str1, str2)`: copies `str2` to `str1`

```
const int SIZE = 20;
char fname[SIZE] = "Maureen", name[SIZE];
strcpy(name, fname);
```

Note: `strcat` and `strcpy` perform no bounds checking to determine if there is enough space in receiving character array to hold the string it is being assigned.

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C-string Inside a C-string

Function:

- `strstr(str1, str2)`: finds the first occurrence of `str2` in `str1`. Returns a pointer to match, or `NULL` if no match.

```
char river[] = "Wabash";
char word[] = "aba";
cout << strstr(state, word);
// displays "abash"
```

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10.5

C-String/Numeric Conversion Functions

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String/Numeric Conversion Functions

- Requires `cstdlib` header file

FUNCTION	PARAMETER	ACTION
<code>atoi</code>	C-string	converts C-string to an <code>int</code> value, returns the value
<code>atol</code>	C-string	converts C-string to a long value, returns the value
<code>atof</code>	C-string	converts C-string to a double value, returns the value
<code>itoa</code>	<code>int</code> , C-string, <code>int</code>	converts 1 st <code>int</code> parameter to a C-string, stores it in 2 nd parameter. 3 rd parameter is base of converted value

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String/Numeric Conversion Functions

```
int iNum;
long lNum;
double dNum;
char intChar[10];
iNum = atoi("1234"); // puts 1234 in iNum
lNum = atol("5678"); // puts 5678 in lNum
dNum = atof("35.7"); // puts 35.7 in dNum
itoa(iNum, intChar, 8); // puts the string
// "2322" (base 8 for 123410) in intChar
```

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String/Numeric Conversion Functions - Notes

- if C-string contains non-digits, results are undefined
 - function may return result up to non-digit
 - function may return 0
- itoa does no bounds checking – make sure there is enough space to store the result

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10.6

Writing Your Own C-String Handling Functions

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Writing Your Own C-String Handling Functions

- Designing C-String Handling Functions
 - can pass arrays or pointers to `char` arrays
 - Can perform bounds checking to ensure enough space for results
 - Can anticipate unexpected user input

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From Program 10-9

```
31 void stringCopy(char string1[], char string2[])
32 {
33     int index = 0; // Loop counter
34
35     // Step through string1, copying each element to
36     // string2. Stop when the null character is encountered.
37     while (string1[index] != '\0')
38     {
39         string2[index] = string1[index];
40         index++;
41     }
42
43     // Place a null character in string2.
44     string2[index] = '\0';
45 }
```

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From Program 10-10


```
29 void nameSlice(char userName[])
30 {
31     int count = 0; // Loop counter
32
33     // Locate the first space, or the null terminator if there
34     // are no spaces.
35     while (userName[count] != ' ' && userName[count] != '\0')
36         count++;
37
38     // If a space was found, replace it with a null terminator.
39     if (userName[count] == ' ')
40         userName[count] = '\0';
41 }
```

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10.7

More About the C++ string Class

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The C++ string Class

- Special data type supports working with strings
- `#include <string>`
- Can define string variables in programs:

```
string firstName, lastName;
```
- Can receive values with assignment operator:

```
firstName = "George";
lastName = "Washington";
```
- Can be displayed via `cout`

```
cout << firstName << " " << lastName;
```

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Using the `string` class in Program 10-15

Program 10-15

```
1 // This program demonstrates the string class.
2 #include <iostream>
3 #include <string> // Required for the string class.
4 using namespace std;
5
6 int main()
7 {
8     string movieTitle;
9
10    movieTitle = "Wheels of Fury";
11    cout << "My favorite movie is " << movieTitle << endl;
12    return 0;
13 }
```

Program Output
My favorite movie is Wheels of Fury

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Input into a `string` Object

- Use `cin >>` to read an item into a string:

```
string firstName;
cout << "Enter your first name: ";
cin >> firstName;
```

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Using `cin` and `string` objects in program 10-16

Program 10-16

```
1 // This program demonstrates how cin can read a string into
2 // a string class object.
3 #include <iostream>
4 #include <string>
5 using namespace std;
6
7 int main()
8 {
9     string name;
10
11    cout << "What is your name? ";
12    cin >> name;
13    cout << "Good morning " << name << endl;
14    return 0;
15 }
```

Program Output with Example Input Shown in Bold
What is your name? **Peggy** [Enter]
Good morning **Peggy**

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Input into a `string` Object

- Use `getline` function to put a line of input, possibly including spaces, into a string:

```
string address;
cout << "Enter your address: ";
getline(cin, address);
```

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string Comparison

- Can use relational operators directly to compare string objects:

```
string str1 = "George",
        str2 = "Georgia";
if (str1 < str2)
    cout << str1 << " is less than "
        << str2;
```

- Comparison is performed similar to strcmp function. Result is true or false

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Program 10-18

```
1 // This program uses relational operators to alphabetically
2 // sort two strings entered by the user.
3 #include <iostream>
4 #include <string>
5 using namespace std;
6
7 int main ()
8 {
9     string name1, name2;
10
11     // Get a name.
12     cout << "Enter a name (last name first): ";
13     getline(cin, name1);
14
15     // Get another name.
16     cout << "Enter another name: ";
17     getline(cin, name2);
18
19     // Display them in alphabetical order.
20     cout << "Here are the names sorted alphabetically:\n";
21     if (name1 < name2)
22         cout << name1 << endl << name2 << endl;
23     else if (name1 > name2)
24         cout << name2 << endl << name1 << endl;
25     else
26         cout << "You entered the same name twice!\n";
27     return 0;
28 }
```

Program Output with Example Input Shown in Bold
Enter a name (last name first): **Smith, Richard** [Enter]
Enter another name: **Jones, John** [Enter]
Here are the names sorted alphabetically:
Jones, John
Smith, Richard

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Other Definitions of C++ strings

Definition	Meaning
string name;	defines an empty string object
string myname("Chris");	defines a string and initializes it
string yourname(myname);	defines a string and initializes it
string aname(myname, 3);	defines a string and initializes it with first 3 characters of myname
string verb(myname, 3, 2);	defines a string and initializes it with 2 characters from myname starting at position 3
string noname('A', 5);	defines string and initializes it to 5 'A's

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string Operators

OPERATOR	MEANING
>>	extracts characters from stream up to whitespace, insert into string
<<	inserts string into stream
=	assigns string on right to string object on left
+=	appends string on right to end of contents on left
+	concatenates two strings
[]	references character in string using array notation
>, >=, <, <=, ==, !=	relational operators for string comparison. Return true or false

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string Operators

```
string word1, phrase;
string word2 = " Dog";
cin >> word1; // user enters "Hot Tamale"
           // word1 has "Hot"
phrase = word1 + word2; // phrase has
           // "Hot Dog"
phrase += " on a bun";
for (int i = 0; i < 16; i++)
    cout << phrase[i]; // displays
           // "Hot Dog on a bun"
```

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Program 10-20

```
1 // This program demonstrates the C++ string class.
2 #include <iostream>
3 #include <string>
4 using namespace std;
5
6 int main ()
7 {
8     // Define three string objects.
9     string str1, str2, str3;
10
11     // Assign values to all three.
12     str1 = "ABC";
13     str2 = "DEF";
14     str3 = str1 + str2;
15
16     // Display all three.
17     cout << str1 << endl;
18     cout << str2 << endl;
19     cout << str3 << endl;
20
21     // Concatenate a string onto str3 and display it.
22     str3 += "GHI";
23     cout << str3 << endl;
24     return 0;
25 }
```

Program Output

```
ABC
DEF
ABCDEF
ABCDEFGHI
```

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string Member Functions

- Are behind many overloaded operators
- Categories:
 - **assignment:** assign, copy, data
 - **modification:** append, clear, erase, insert, replace, swap
 - **space management:** capacity, empty, length, resize, size
 - **substrings:** find, front, back, at, substr
 - **comparison:** compare
- See Table 10-8 for a list of functions.

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string Member Functions

```
string word1, word2, phrase;
cin >> word1;           // word1 is "Hot"
word2.assign(" Dog");
phrase.append(word1);
phrase.append(word2);  // phrase has "Hot Dog"
phrase.append(" with mustard relish", 13);
                       // phrase has "Hot Dog with mustard"
phrase.insert(8, "on a bun ");
cout << phrase << endl; // displays
                       // "Hot Dog on a bun with mustard"
```

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string Member Functions in Program 10-21

Program 10-21

```
1 // This program demonstrates a string
2 // object's length member function.
3 #include <iostream>
4 #include <string>
5 using namespace std;
6
7 int main ()
8 {
9     string town;
10
11     cout << "Where do you live? ";
12     cin >> town;
13     cout << "Your town's name has " << town.length() ;
14     cout << " characters\n";
15     return 0;
16 }
```

Program Output with Example Input Shown in Bold

```
Where do you live? Jacksonville [Enter]
Your town's name has 12 characters
```

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