

Representation:

The representation of C++ string is hidden.

Declaration:

Include file **#include** <string>. Use type name *string*. Review declarations below.

```
string s;           //s is a string.  
string t="one";     //string t is initialized to the string "one"  
string u("two");    //string u is initialized to the string "two"  
string e("");       //string e is initialized to the empty string
```

Examples:

1. Program **p01** illustrates how to find the length of a string

```
#include <iostream>  
#include <string>  
using namespace std;  
int main()  
{   string s="toy";  
    cout << "length(" << s << ")=" << s.length();  
    cout << endl;  
    return 0;  
}
```

Figure 1. Program **p01**.

Program **p01** output.

length(toy)=3

2. Program **p02** illustrates string assignment.

```
#include <iostream>  
#include <string>  
using namespace std;  
int main()  
{   string s="source";  
    string d="destination";  
    d=s;  
    cout << "d=" << d;  
    cout << endl;  
    return 0;  
}
```

Figure 2. Program **p02**.

Program **p01** output.

d=source