

CS 161, Lecture 5: Strings – 22 January 2018



Review Exercise

- Define:
 - Variable
 - Primitive Types
 - Conditional
 - Relational operator
- True/False
 - `if(x = 34)` tests to see if x is equal to 34
 - The number of bytes of memory used by a variable depends on its value.
 - A memory address is where a variable is stored.

Review Exercise

- If the user provides 1, what will print to the screen?

```
access.engr.orst.edu - PuTTY
1 #include <iostream>
2 using namespace std;
3
4 int main () {
5     int num = 0;
6     cout << "Give me a number: ";
7     cin >> num;
8
9     switch (num) {
10        case 1:
11            cout << "Go left" << endl;
12        case 2:
13            cout << "Go right" << endl;
14        default:
15            cout << "What ran?" << endl;
16    }
17
18    return 0;
19 }
```

Review Exercise

- What does this code output?

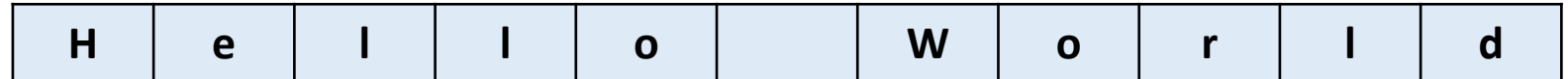
access.engr.orst.edu - PuTTY



```
1 #include <iostream>
2 using namespace std;
3
4 int main () {
5     int x = 0;
6     if (x == 2 || 1) {
7         cout << "The number is 1 or 2" << endl;
8     }
9     else {
10        cout << "The number is not 1 or 2" << endl;
11    }
12    return 0;
13 }
```

String

- C++ style strings are objects (revisit in 162)
- Come from `<string>`
- Allows us to take in more than numbers or single entities
- Examples:
 - “Hello world” ->
 - “123 456 789”
 - “a b C”



Use getline

- There are two getline functions
 - `<string> getline ->` takes the istream, takes the string variable, extracts until delimiter or `\n` (newline)
 - `<istream> getline ->` c-string (week 7?)
- Use the one in the `<string>` library
- Example

```
string my_str = "";  
cout << "Give me a string: ";  
getline(cin, my_str);
```

Why are strings cool?

- Most user interfaces don't operate purely on numbers
- Can store more info (baby step into arrays -> week 6)
- Can do more interesting things such as error handle
- It's an object so more functionality

Demo