Subject: Re: How do I get a char * of the string stored in the String class?
Posted by mirek on Thu, 24 Nov 2005 12:35:27 GMT

Yes, you can always cast to "const char *" and be always sure there is terminating 0.

BTW, this cast is implicit, so as long as there are no ambiguities, you can just write

String q;
....
const char *s = q;

operator~ is there to solve ambiguities usually resulting from overloading.

Note that U++ string does not support non-const char * access - this is because such thing would break COW implementation strategy. If you need to change individual characters of String, you can use Set method or StringBuffer. Note also that using StringBuffer instead of String is slightly faster in situations where you "building" String out of individual characters (and it then can be easily converted to String in low-cost operation).