
Subject: Re: no String::Replace() ?

Posted by [zsolt](#) on Sat, 16 Oct 2010 00:14:19 GMT

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BTW, some years ago I created a simple template based string replacer class. Replacing a lot of template variables in a long string many times is much faster that way.

The sample code:

```
#include <Core/Core.h>
#include <StringReplacer/StringReplacer.h>

CONSOLE_APP_MAIN
{
    String template_str = "This is an example\n"
        "!PARTNER! lives in !CITY!\n"
        "Price of !PRODUCT.NAME! is !PRODUCT.PRICE!\n"
        "This is some text at the end.";
    VectorMap<String, Value> template_args;

    template_args.Add("PARTNER", "John Doe");
    template_args.Add("CITY", "Budapest");
    template_args.Add("PRODUCT.NAME", "Disk");
    template_args.Add("PRODUCT.PRICE", "12.34");

    StringReplacer replacer;
    replacer.SetTemplate(template_str);

    String result;
    replacer.Cat(template_args, result);

    Cout() << result;
    Cout() << "\n\nDone\n";
}
```

I can upload it here if somebody would use it.
