
Subject: Re: Casting from std::string to String
Posted by [Oblivion](#) on Wed, 03 Oct 2018 10:54:16 GMT
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Hello Giorgio,

Vector::push_back is there for STL compatibility, but you don't really need it here. You can simply use Add method, as there is already a constructor (String(const std::string& s)) for conversion.

E.g:

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

using namespace Upp;

CONSOLE_APP_MAIN
{
    StdLogSetup(LOG_COUT);

    std::vector<std::string> sWords;
    Vector<String> uWords;

    for(int i = 0; i < 5; i++)
        sWords.push_back(std::to_string(i));

    for(int i = 0; i < sWords.size(); i++)
        uWords.Add(sWords[i]);

    for(const auto& s : uWords)
        LOG(s);
}
```

Best regards,
Oblivion
