
Subject: C strings

Posted by [Shire](#) on Sun, 08 Oct 2006 16:31:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

C-like strings have a long history. But them have no length information, which can be unsafe (while(*p) {...}) and performance loss (many strlen() calls). Microsoft marks many of c-like functions as deprecated.

U++ code have many functions with only const char* parameter. Is reasonable to change type of this parameters to some like ConstString?

```
#define cs_(buff) ConstString(buff, sizeof(buff))
#define s_(buff) ConstString(buff, strlen(buff))
```

```
class ConstString
{
    const char* pBuffer;
    unsigned length;
public
    ConstString(const char* p, unsigned length);
    // operators, accessors, etc..
}
```