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Subject: Re: C strings

Posted by [Shire](#) on Tue, 10 Oct 2006 19:38:59 GMT

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Quote:char \* is used in chances are that string itself will be supplied as constant or other char \* (avoiding performance and code size loss of char \* -> String conversion) AND there is no further string length testing (or when it is negligible performance wise).

Not in all cases. For example,

```
void CodeEditor::Enclose(const char *c1, const char *c2)
{
    int l, h;
    if(!GetSelection(l, h))
        return;
    Insert(l, WString(c1));
    Insert(h + strlen(c1), WString(c2));
    ClearSelection();
    SetCursor(h + strlen(c1) + strlen(c2));
}
```

Calculating the size of const string is already overhead.

For non-const strings, determination of the end of string by zero terminator is unsafe, because it may be lost, and work with this string can make security hole.

I know and understand, that removing C-like strings is huge work (and code works without it, really? ), but IMHO, if you attempted on STL, you can make library safer and faster.

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