Subject: Casting from std::string to String
Posted by Giorgio on Wed, 03 Oct 2018 09:51:47 GMT

Hi there,
maybe I did not get enough coffee today, but it seems that my brain can't overcome a very simple task: casting from std::string to String.

Here's the code:

```
std::vector<std::string> stdWords; //This actually comes from another application I cannot control
Upp::Vector<Upp::String> words;

words.Clear(); //This can be removed?
for(unsigned int i=0;i<stdWords.size();i++)
  words.push_back(String(stdWords[i])); // I tried also words.push_back((String)stdWords[i]);

PromptOK(words[0]); //This is to see if casting worked: I should read something, instead I always
```
get a blank prompt

After that I have this: "if(words[0]==name())". Name returns a String and I know that they are equal, but it always returns false. It really don't understand.

Thanks in advance,
gio

Subject: Re: Casting from std::string to String
Posted by Oblivion on Wed, 03 Oct 2018 10:54:16 GMT

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

Subject: Re: Casting from std::string to String
Posted by Giorgio on Wed, 03 Oct 2018 12:52:47 GMT
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Thanks!