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Subject: no String::Replace() ?

Posted by [guido](#) on Wed, 29 Aug 2007 17:44:45 GMT

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Hi,

I'm adapting some code written to Apple CoreFoundation:

```
String es = s;
es.replace("\", "");
```

I came up with this:

```
String es = s;
int pos = 0;
while ( (pos = es.Find("\", pos)) >= 0) {
    es.Insert(pos, "\\");
    pos += 2;
}
```

First, does this look correct?

Second, would you think Replace() method would be a usefull addition to String?

Guido

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

Posted by [mirek](#) on Thu, 30 Aug 2007 14:23:55 GMT

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Seem OK, but perhaps a little bit slow. I think the fast method would be to recreate String - insertion into String can be expensive.

I would do e.g.:

```
String es;
for(const char *q = s; *q; q++) {
    es.Cat(*q);
    if(*q == "\\")
        es.Cat("\\");
}
```

As for inclusion of some Replace to String.h, well, why not, but perhaps not as member function. It is also the question how generic it should be (what you need is sort of special case that can be handled more effectively).

Mirek

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Subject: Re: no String::Replace() ?  
Posted by [forlano](#) on Sun, 05 Apr 2009 07:16:47 GMT  
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luzr wrote on Thu, 30 August 2007 16:23: Seem OK, but perhaps a little bit slow. I think the fast method would be to recreate String - insertion into String can be expensive.

I would do e.g.:

```
String es;
for(const char *q = s; *q; q++) {
    es.Cat(*q);
    if(*q == '\\')
        es.Cat("\\");
}
```

As for inclusion of some Replace to String.h, well, why not, but perhaps not as member function. It is also the question how generic it should be (what you need is sort of special case that can be handled more effectively).

Mirek

Hello,

is there an U++ method/function for Replace? like  
Replace(String old\_s, String new\_s, String source)  
that substitute all the occurrence of old\_s in source with new\_s?

I was not able to find it.  
Thanks,  
Luigi

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Subject: Re: no String::Replace() ?  
Posted by [mirek](#) on Sun, 05 Apr 2009 07:45:27 GMT  
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No, there is none.

Mirek

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Subject: Re: no String::Replace() ?  
Posted by [koldo](#) on Fri, 10 Apr 2009 15:27:28 GMT  
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Hello all

If anybody needs them, in bazaar/sysinfo there are these functions:

```
// Appends a file after other
// It could be beside FileCopy, FileMove and FileDelete
bool FileCat(const char *file, const char *appendFile)

// Convert a long into a String
// It could be beside FormatInteger, FormatUnsigned, FormatDouble, FormatBool and FormatInt64
String FormatLong(long a)

// Replace find with replace in str
String Replace(String str, String find, String replace)
```

Best regards  
Koldo

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Subject: Re: no String::Replace() ?  
Posted by [forlano](#) on Fri, 10 Apr 2009 18:12:35 GMT  
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koldo wrote on Fri, 10 April 2009 17:27Hello all  
// Replace find with replace in str  
String Replace(String str, String find, String replace)

Best regards  
Koldo

Very good! Thanks,  
Luigi

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Subject: Re: no String::Replace() ?  
Posted by [tojocky](#) on Sat, 23 May 2009 17:13:23 GMT  
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koldo wrote on Fri, 10 April 2009 18:27Hello all

If anybody needs them, in bazaar/sysinfo there are these functions:

```
.....
// Replace find with replace in str
```

String Replace(String str, String find, String replace)

Best regards

Koldo

OK... I created replace method too:

```
String replace_string(String& s1, String& find, String replace){  
    String string_result;
```

```
    int start_pos = 0;  
    int found_pos = 0;  
    int find_len = find.GetCount();  
    int s1_count = s1.GetCount();
```

```
    while(((found_pos=s1.Find(find, start_pos))!=-1)){  
        string_result.Cat(s1.Mid(start_pos, found_pos - start_pos));  
        string_result.Cat(replace);  
        start_pos = found_pos + find_len;  
    };
```

```
    if(start_pos<s1.GetCount())  
        string_result.Cat(s1.Mid(start_pos));
```

```
    return (string_result);  
}
```

If is possible, may be add the most optimized replace function in String utilities!  
It is very usefull method!

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Subject: Re: no String::Replace() ?  
Posted by [alendar](#) on Mon, 08 Mar 2010 01:18:40 GMT  
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Used it. Thanks, koldo.

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Subject: Re: no String::Replace() ?  
Posted by [sevenjay](#) on Thu, 07 Oct 2010 13:13:26 GMT  
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I agree with Tojocky to add some useful functions in String utilities.  
I use Koldo's code now.  
Thx.

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

Posted by [mirek](#) on Sun, 10 Oct 2010 18:01:33 GMT

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OK, based on public request, I started inspired with Koldo's code and here is what I have added to String:

```
template <class B>
void AString<B>::Replace(const tchar *find, int findlen, const tchar *replace, int replacelen)
{
    String r;
    int i = 0;
    const tchar *p = Begin();
    for(;;) {
        int j = Find(findlen, find, i);
        if(j < 0)
            break;
        r.Cat(p + i, j - i);
        r.Cat(replace, replacelen);
        i = j + findlen;
    }
    r.Cat(p + i, GetCount() - i);
    *this = r;
}
```

Please check the algo...

There are also

```
void Replace(const String& find, const String& replace) { Replace(~find, find.GetCount(),
~replace, replace.GetCount()); }
void Replace(const tchar *find, const tchar *replace) { Replace(find, strlen(find), replace,
strlen(replace)); }
```

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

Posted by [mdelfede](#) on Mon, 11 Oct 2010 07:39:42 GMT

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Nice addition, I was missing it many times and coded about 20 variants of it

Another stuff I didn't find.... some ToInteger(), ToDouble()... and so on, or maybe as external functions like ScanHexString().

Or they're maybe there hidden somewhere ?

Max

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

Posted by [dolik.rce](#) on Mon, 11 Oct 2010 08:11:09 GMT

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luzr wrote on Sun, 10 October 2010 20:01OK, based on public request, I started inspired with Koldo's code and here is what I have added to String:

```
template <class B>
void AString<B>::Replace(const tchar *find, int findlen, const tchar *replace, int replacelen)
{
    String r;
    int i = 0;
    const tchar *p = Begin();
    for(;;) {
        int j = Find(findlen, find, i);
        if(j < 0)
            break;
        r.Cat(p + i, j - i);
        r.Cat(replace, replacelen);
        i = j + findlen;
    }
    r.Cat(p + i, GetCount() - i);
    *this = r;
}
```

Please check the algo...

There are also

```
void Replace(const String& find, const String& replace) { Replace(~find, find.GetCount(),
~replace, replace.GetCount()); }
void Replace(const tchar *find, const tchar *replace) { Replace(find, strlen(find), replace,
strlen(replace)); }
```

Hi Mirek,

It fails to compile for me (Linux + GCC or Clang). It complains that Begin() and GetCount() are undefined names. It should be template <class B>

```
void AString<B>::Replace(const tchar *find, int findlen, const tchar *replace, int replacelen)
```

```
{
String r;
int i = 0;
const tchar *p = B::Begin(); // Added "B::"
for(;;) {
int j = Find(findlen, find, i);
if(j < 0)
break;
r.Cat(p + i, j - i);
r.Cat(replace, replacelen);
i = j + findlen;
}
r.Cat(p + i, B::GetCount() - i); // Added "B::"
*this = r;
}
```

Honza

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Subject: Re: no String::Replace() ?  
Posted by [mirek](#) on Mon, 11 Oct 2010 10:19:24 GMT  
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Thank you, fixed.

Mirek

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Subject: Re: no String::Replace() ?  
Posted by [zsolt](#) on Sat, 16 Oct 2010 00:02:24 GMT  
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mdelfede wrote on Mon, 11 October 2010 09:39  
Another stuff I didn't find.... some ToInteger(), ToDouble()... and so on, or maybe as external functions like ScanHexString().  
Or they're maybe there hidden somewhere ?

They are hidden in Core/Convert.h  
StrInt(), StrDbl()

Parsing a hex string should be very simple using a for loop.

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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.

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