Subject: How do I get a char * of the string stored in the String class?
Posted by jeff1101 on Thu, 24 Nov 2005 09:29:49 GMT
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How do I get a char * of the string stored in the String class?

The String class doesnt have a method like .c_str() or .chars()

Subject: Re: How do I get a char * of the string stored in the String class?
Posted by gprentice on Thu, 24 Nov 2005 11:01:06 GMT
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From looking at String source code, it stores a null at the end of a string and has an operator funciton returning const char * so you can actually just use your string object anywhere a const char * is needed - or you could explicitly cast it.

(Maybe Mirek can confirm the null termination is always there ...)

```
void gp1(const char * p)
{
 PromptOK(p);
}


void HelloWorld::About()
{
 PromptOK("{{1@5 [@9= This is the]::@2 [A5@0 Ultimate`+`+ Hello world sample}}");

 String abc = "hello";
 gp1(abc);
}
```

Graeme

Subject: Re: How do I get a char * of the string stored in the String class?
Posted by gprentice on Thu, 24 Nov 2005 11:09:40 GMT
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And I just noticed the squiggle operator returns a const char * so you don't need to cast get a

const char *.

```
void gp1(const char * p)
{
 PromptOK(p);
}


void HelloWorld::About()
{
 PromptOK("{{1@5 [@9= This is the]::@2 [A5@0 Ultimate`+`+ Hello world sample}}");

 String abc = "hello";
 gp1(~abc);
}
```

Graeme

Subject: Re: How do I get a char * of the string stored in the String class?
Posted by mirek on Thu, 24 Nov 2005 12:35:27 GMT
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Yes, you can always cast to "const char *" and be always sure there is terminating 0.

BTW, this cast is implicit, so as long as there are no ambiguities, you can just write

```
String q;
....
const char *s = q;
```

operator~ is there to solve ambiguities usually resulting from overloading.

Note that U++ string does not support non-const char * access - this is because such thing would break COW implementation strategy. If you need to change individual characters of String, you can use Set method or StringBuffer. Note also that using StringBuffer instead of String is slightly faster in situations where you "building" String out of individual characters (and it then can be easily converted to String in low-cost operation).

Subject: Re: How do I get a char * of the string stored in the String class?

Posted by jeff1101 on Fri, 25 Nov 2005 03:05:33 GMT
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Wow, thanks a lot.