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Subject: String [FEATURE REQUEST]

Posted by [amando1957](#) on Tue, 02 Dec 2008 19:22:48 GMT

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Hi to all!

The String is surely topping the std::thingy, but could have two goodies well known from char-pointers:

1

Query if empty with

```
if (! s) {Cout() << "is empty.\n";}
```

to wrap the

```
if (s.GetCount() < 1) {Cout() << "is empty.\n";}
```

2

With a char-pointer I can do:

```
char *toRemove = "xxx Some text";
```

```
Cout() << (toRemove + 4);
```

would write "Some text" at screen. Now the String has got

```
friend String operator+(const String& a, int b) { String c(a); c += b; return c; }
```

and WString has got

```
friend WString operator+(const WString& a, char b)
```

but

```
Cout() << (s + 4) << '\n';
```

appends any "fun character" at screen only. Reading the code its no surprise but I cannot see the sense of. I would prefer the same result as with char-pointers.

Martin

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Subject: Re: String [FEATURE REQUEST]

Posted by [mirek](#) on Wed, 03 Dec 2008 09:07:01 GMT

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I am sorry, while it sounds reasonable, it is hitting overloading rules wall. I mean, if you add them, you have nasty problems with overloading ambiguities.

Notes:

```
if (s.IsEmpty()) {Cout() << "is empty.\n";}
```

```
Cout() << (~s + 4) << '\n';
```

Mirek

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