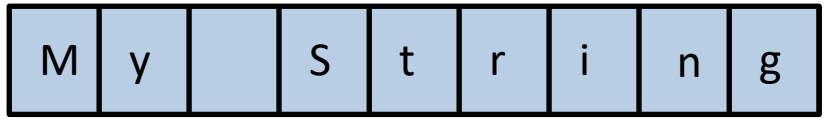
Strings

A string is a sequence of characters:

```
std::string str{"My String"}
```



- String
  - has a bunch of methods to read or modify it.
  - is quite similar to a `std::vector<...>`. → use the STL algorithms
  - is the save replacement for the C-String (`const char*`).
  - needs the header `<string>`.
  - is available in different versions.

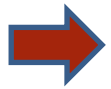
string.cpp

std::basic_string<>

String are class templates that are parametrized by its character type, the handling of characters, and the allocator.

```
template <typename charT,
          typename traits= char_traits<charT>,
          typename Allocator= allocator<charT> >
class basic_string;
```

```
typedef basic_string<char> string;
typedef basic_string<wchar_t> wstring;
typedef basic_string<char16_t> u16string;
typedef basic_string<char32_t> u32string;
```



THE STRING