## QUICK REVIEW

1. To use the namespace mechanism, the program must include the ANSI/ ISO Standard C++ header files-that is, the header files without the extension h.
2. In C++, using is a reserved word.
3. A string is a sequence of zero or more characters.
4. Strings in C++ are enclosed in double quotation marks.
5. To use the type string, the program must include the header file string. The other header files used in the program should be ANSI/ ISO Standard C++ style header files.
6. The assignment operator can be used with the string type.
7. The operator + can be used to concatenate two values of the type string. For the operator + to work with the string data type, one of the operands of + must be a string variable.
8. In a string, the position of the first character is 0, the position of the second character is 1, and so on.
9. The length of a string is the number of characters in the string.
10. In C++, [] is called the array subscript operator.
11. To access an individual character within a string, use the array subscript operator together with the position of the character.
12. The string type contains functions such as at, append, clear, compare, erase, find, find_first_of, find_first_not_of, insert, length, replace, size, substr, and swap to manipulate strings. These functions are described in Table 8-1.