JString

The JString class is a small wrapper around the STL string class. It extends this class with a set of auxiliary methods. It can be used to format a string or to convert a value. It allows custom facets (see std::locale::facet) to describe a locale feature set associated to a specific aspect. This is particularly useful for parsing equations (see class JLANG::JEquation). The facet handling requires the program to be linked with the $JPP_LIBS library. In the following, a few examples are provided.

The statement

```
cout << JString("% = %;", "key", 123) << endl;
```

will produce

```
key = 123;
```

and

```
cout << JString("hello world.").toUpper() << endl;
```

```
HELLO WORLD.
```

and

```
JString buffer("a = %1; b = %2; c = %3;");

cout << buffer.replace("%1", 3.1415).replace("%2", "hello").replace("%3", 123) << endl;
```

```
a = 3.1415; b = hello; c = 123;
```

One can readily assign values to variables as follows

```
JString buffer("1 3.1415 hello");

int    i;
double d;
string w;

buffer.assign(i).assign(d).assign(w);

cout << i << ' ' << d << ' ' << w << endl;
```

will produce

```
1 3.1415 hello
```