

The super-string class.

```
using System;

public class MyString {
private string fString;

public MyString() {
fString = "";
}
public MyString(string inStr) {
fString = inStr;
}
public string ToStr() {
return fString;
}
public string Right(int nChars) {
if (nChars > fString.Length)
return fString;

string s = "";
for (int i = fString.Length - nChars; i < fString.Length; ++i)
s += fString[i]; return s; } public string Left(int nChars) {
if (nChars > fString.Length)
return fString;
string s = "";
for (int i = 0; i < nChars; ++i) s += fString[i]; return s; }
public string Mid(int nStart, int nEnd) { if (nStart < 0 ||
nEnd > fString.Length)
return fString;
if (nStart > nEnd)
return "";

string s = "";
for (int i = nStart; i < nEnd; ++i) s += fString[i]; return s;
} } class Class1 { static void Main(string[] args) { MyString
s = new MyString("Hello world"); System.Console.WriteLine("s =
```

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{0}", s.ToStr()); System.Console.WriteLine("Right 3 = [{0}]",  
s.Right(3)); System.Console.WriteLine("Left 6 = [{0}]",  
s.Left(6)); System.Console.WriteLine("Mid 2,4 = [{0}]",  
s.Mid(2, 4)); } } [/csharp]
```