

List as many of the member functions of the `apstring` class as you can from memory. You do not have to list any constructors or the destructor.

In a few sentences describe the purpose of each one and give an example of a statement from a client program that uses the member function in a practical way.

Example -

length - The length function returns the length of an `apstring` object. It is an accessor function that returns the number of characters in the `apstring` object but not including the null terminator that really exists at the end of the `apstring`'s private variable `myCString`.

```
cout << "The length of your first name is " << firstName.length() << endl;
```