

Verwendung von String-Streams

```
#include <string>
#include <sstream>
using namespace std;

string CreateString(int x, int y)
{
    ostringstream strm;
    strm << "Die Werte der Variablen x und y sind:" << endl;
    strm << "x = " << x << endl;
    strm << "y = " << y << endl;

    return strm.str();
}
```