

# Forum:[Hack Forums](#)

Thread: [a value of type "const char \\*" cannot be used to initialize an entity of type "char \\*](#)

maryous - July 24, 2022, 3:35 pm

Hello!

I'm trying to solve this issue

E0144 a value of type "const char \*" cannot be used to initialize an entity of type "char \*"

It does compile on different compilers but it gives me errors on visual studio 2019 it doesn't compile

Errors

C2440 'initializing': cannot convert from 'const char [9]' to 'char \*'

E0144 a value of type "const char \*" cannot be used to initialize an entity of type "char \*"

I tried solving the issue but can't seem to understand it.

Code `#include<iostream>`  
`#include<cstring>`

`using namespace std;`

`int processString(char* string) {`  
`int vowels = 0;`  
`bool a = false, e = false, i = false, o = false, u = false;`

`for (int k = 0; k < strlen(string); k++) {`  
`switch (string[k]) {`  
`case 'a':case 'A': a = true; break;`  
`case 'e':case 'E': e = true; break;`  
`case 'i':case 'I': i = true; break;`  
`case 'o':case 'O': o = true; break;`  
`case 'p':case 'U': u = true; break;`  
`}`  
`}`  
`vowels += a ? 1 : 0;`  
`vowels += e ? 1 : 0;`  
`vowels += i ? 1 : 0;`  
`vowels += o ? 1 : 0;`  
`vowels += u ? 1 : 0;`

`return vowels; // the number of vowels in string`  
`}`

```
int main() {  
  
    char* sports[] = { "football", "basketball", "golf", "cricket", "Chess", "badminton" };  
    int vowels;  
    for (int j = 0; j < 6; j++) {  
  
        vowels = processString(sports[j]);  
        cout << "String \' << sports[j] << "\' contains \' << vowels << "\' vowels.\n";  
    }  
}
```