# **String**:

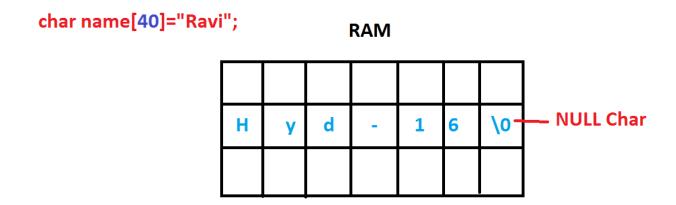
A group of characters is called string.

It is alpha-numeric. i.e. in a string we can store both alphabets, numbers and special characters.

### Eg:

```
char s[10]="Hyd-16";
char s[]="Hyd-16";
```

# **Memory allocation:**



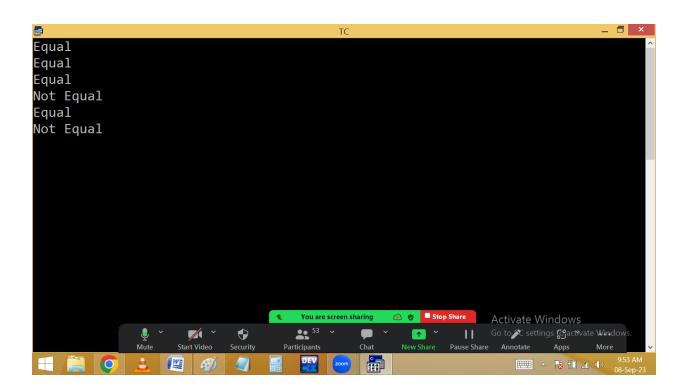
### Note:

1. We should have to left one byte for null char.

Otherwise we are getting garbage/junk values.

- 2. String variable size never smaller than string.
- 3. We can't copy a string using = operator. We have to use strcpy().
- 4.We can't compare two strings using == (
   comparison) operator. We have to use strcmp()
   for this.

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#include<stdio.h>
#include<conio.h>
#include<string.h>
void main()
clrscr();
if(10==10)printf("Equal\n");    else printf("Not Equal\n");
if(10.5==10.5)printf("Equal\n");    else printf("Not Equal\n");
if('a'=='a')printf("Equal\n");    else printf("Not Equal\n");
if("ab"=="ab")printf("Equal\n");    else printf("Not Equal\n");
if(strcmp("ab","ab")==0)printf("Equal\n"); else printf("Not Equal\n");
if(strcmp("abc","ab")==0)printf("Equal\n"); else printf("Not Equal\n");
getch();
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```



#### **OPERATORS**

Operator is a special symbol designed for a particular purpose[work]. C comes with 44 operators and 14 separators. Operator works on operands. Based on no of operands participating in operation, the operators divided into 3 types.

1. Unary operator: Require one operand.

2. Binary operator: Require two operands.

3.**Ternary / conditional operator**: Require three operands/expressions.

```
a > b ? "a is big" : "b is big";
```

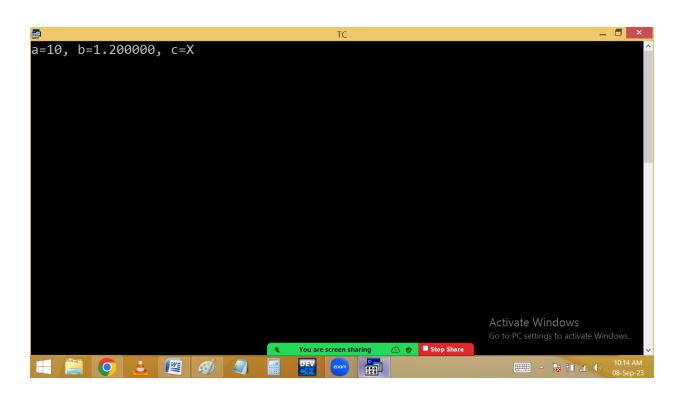
conditional part ? true part : false part;

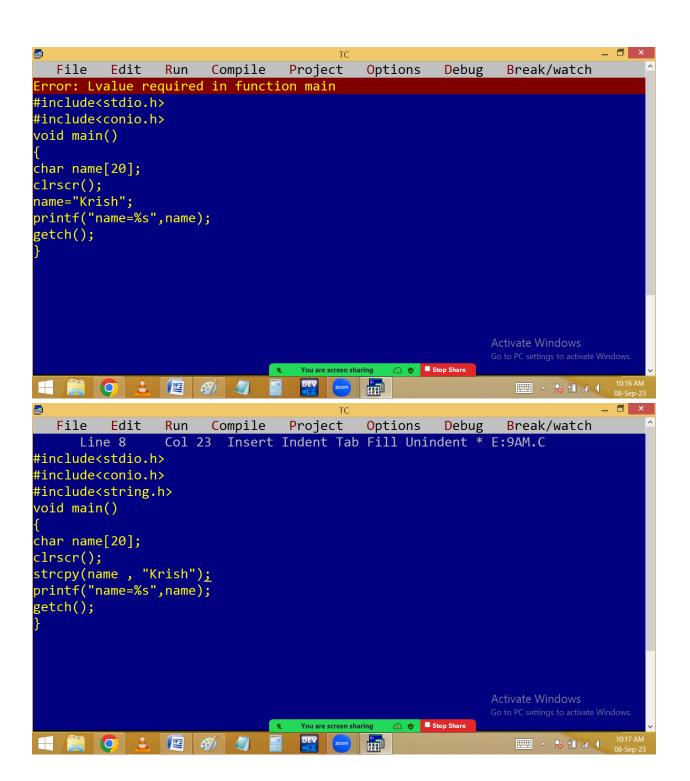
based on operation, the operators divided into several types.

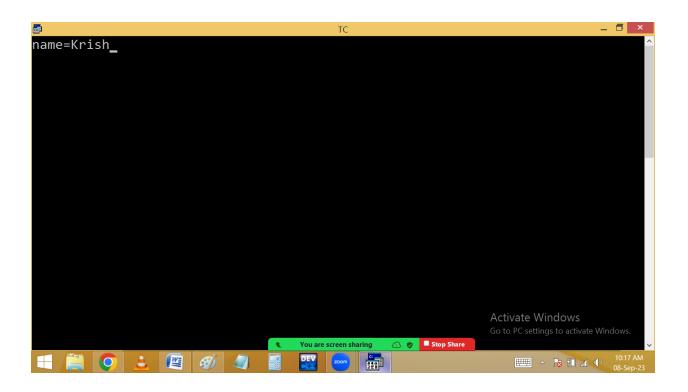
1. Assignment operator [ = ]: It copies the value on its right side into the variable on is left side. In assignment, the left side operand should be a variable. i.e. constants / expressions not allowed on left side.

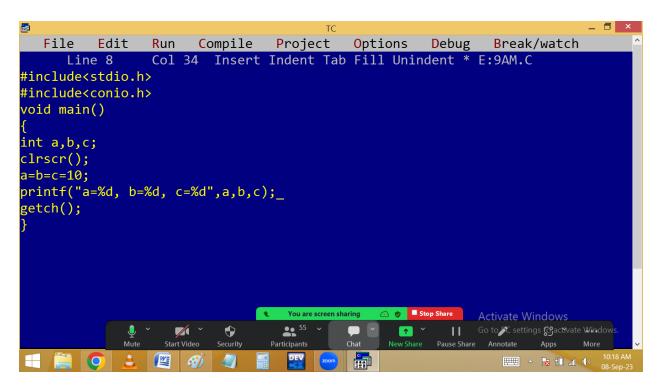
```
Eg:
a=10;
b=1.2;
c='X';
d="abc"; → Error string copy not allowed
10=20; → Error because of 10 is a constant
a=b=c=10;
c=10+20;
10+20=30 → Error because of 10+20 is
expression and expression gives constant value
```

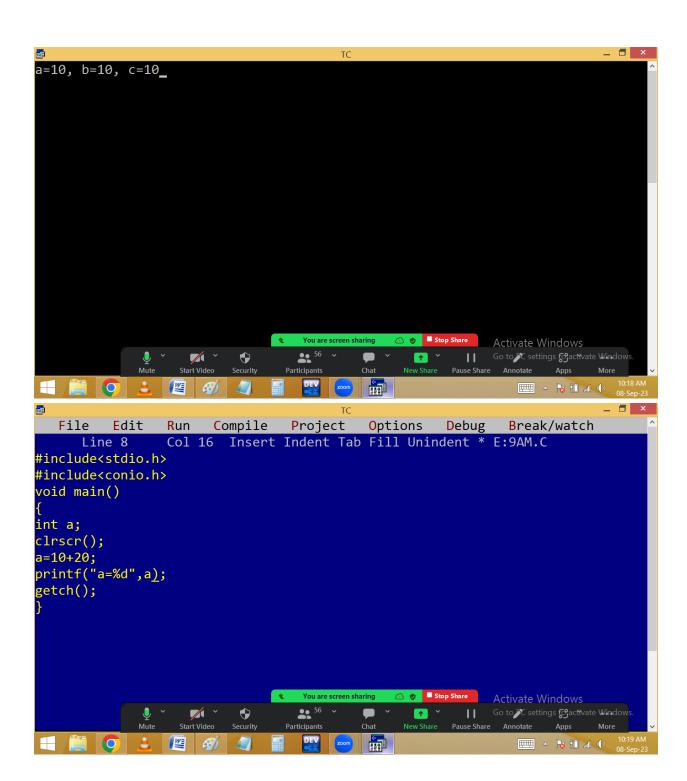
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#include<stdio.h>
#include<conio.h>
void main()
int a;
float b;
char c;
clrscr();
a=10;
b=1.2;
c='X';
printf("a=%d, b=%f, c=%c",a,b,c);_
getch();
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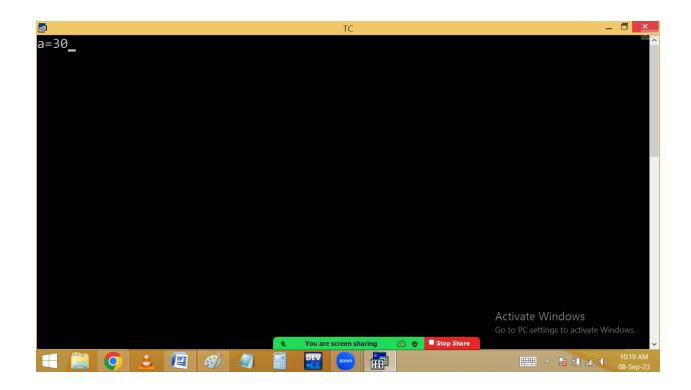


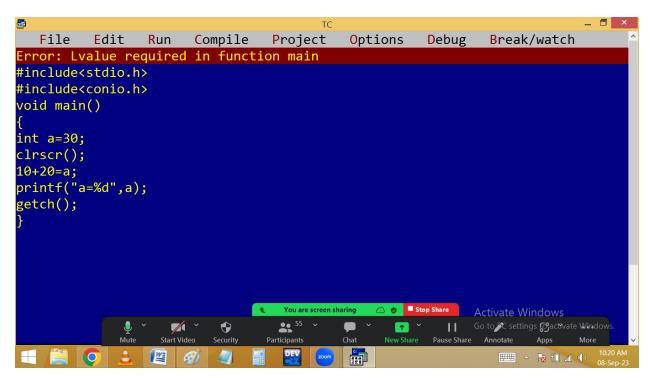










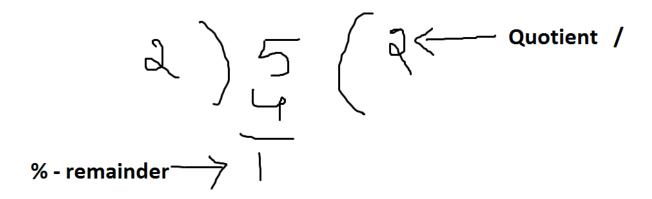


Lvalue error means left side value not changeable because of it is a constant value.

2.Arithmetic operators [ +, -, \*, %, / ]: They are used to perform mathematical operations.

Eg: a+b, a-b, a\*b,....

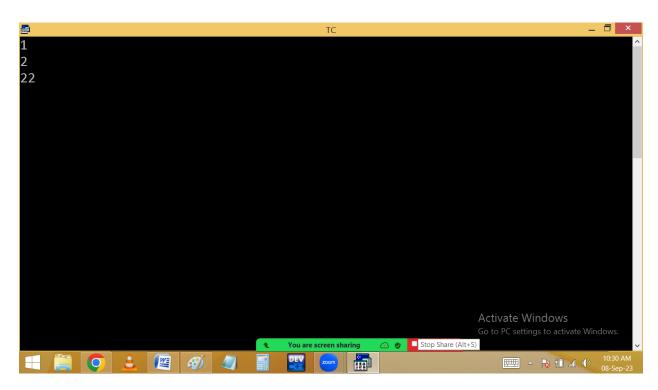
% - Modules [ Remainder ]:
5 % 2 = 1



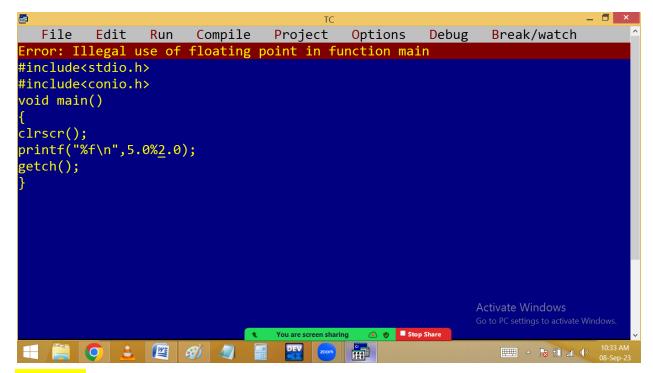
2%5=2

**Note**: if divisor greater than dividend then the dividend is the answer.

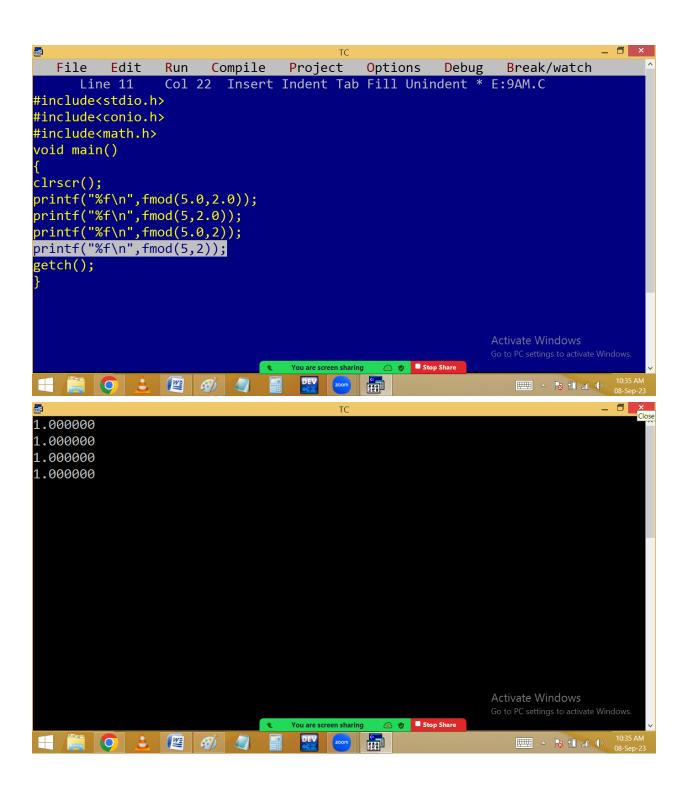
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       Line 8
#include<stdio.h>
#include<conio.h>
void main()
clrscr();
printf("%d\n",5%2);
printf("%d\n",2%5);
printf("%d\n",22%65);
getch();
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```



5.0%2.0 = Error



**Note**: in C & C++ we can't perform floating modules with % operator. For this we have to use fmod() available in <math.h>

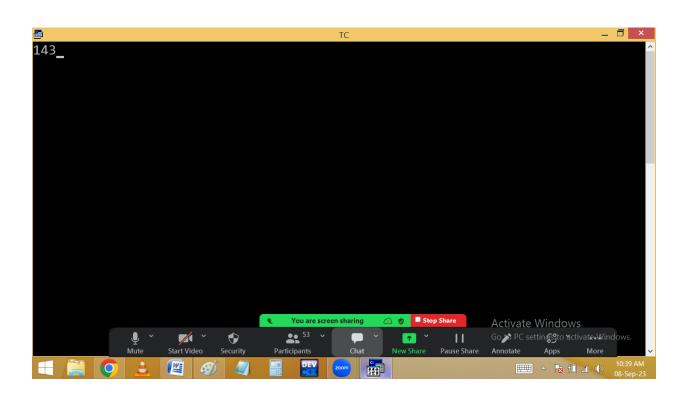


341%10=1 24%10=4

#### 3%10=3

# **Note**: Any no%10 gives last digit.

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#include<stdio.h>
#include<conio.h>
void main()
clrscr();
printf("%d%d%d",251%10, 14%10,3%10_);
getch();
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     ____ ^ | 10 m (b) 10 08:
```



**Note**: if the numerator is negative then result also negative.

```
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     Line 6
#include<stdio.h>
#include<conio.h>
void main()
clrscr();
printf("%d,%d,%d",-5%2, 5%-2,-5%-2_);
getch();
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```

