

Computer Science & IT

C Programming



String

Lecture No. 01



By- Abhishek Sir



Recap of Previous Lecture



Topic

2D-1D array

Topic

problem

Topic

Topic

Topic

Topics to be Covered



Topic

Topic

Topic

Topic

Topic

string

array of characters



String

String

Null character

Print string

Two ways to declaration of string

Array of string

How to print array of string

Array of string using character pointer



String

String is array of characters

String is token "Hello World"

"

"

double quotes



String

char = 1B



```
char ch[] = "string";
```

100	101	102	103	104	105	106
s	t	r	i	n	g	\0

```
printf("%s", ch); // string
```

```
printf("%s", ch+2); // ring
```

Address first letter

```
ch++; // Error Constant being Modified
```

\0 - NULL
character

ASCII value
0

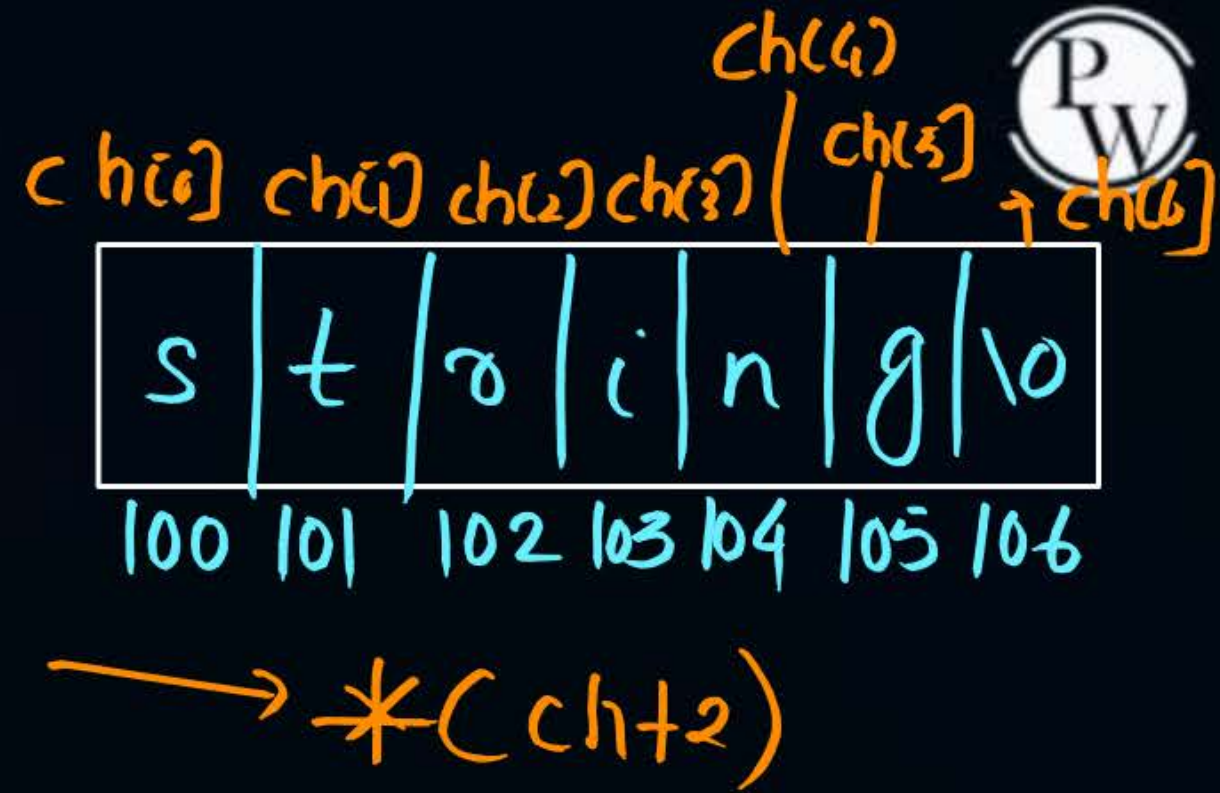


String



```
char ch[] = "string";
```

```
printf("%c", ch[2]);
```

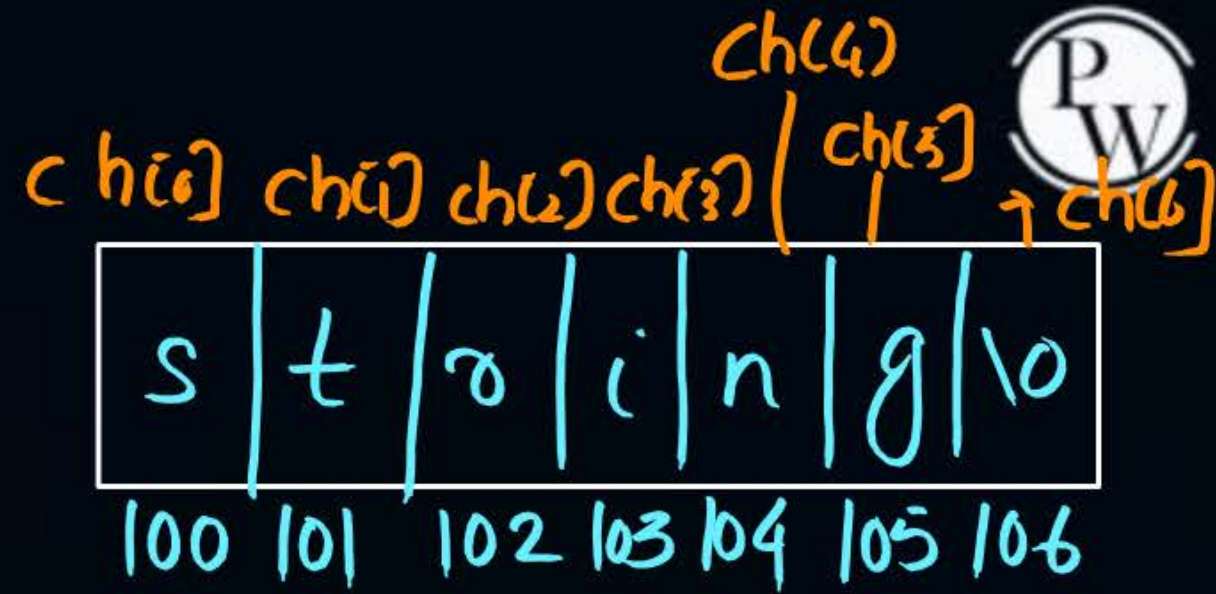




String



```
char ch[] = "string";
```



```
char *ptr;
```

ptr

100

101

```
ptr = ch;
```

```
printf("%c", *ptr++); // s
```

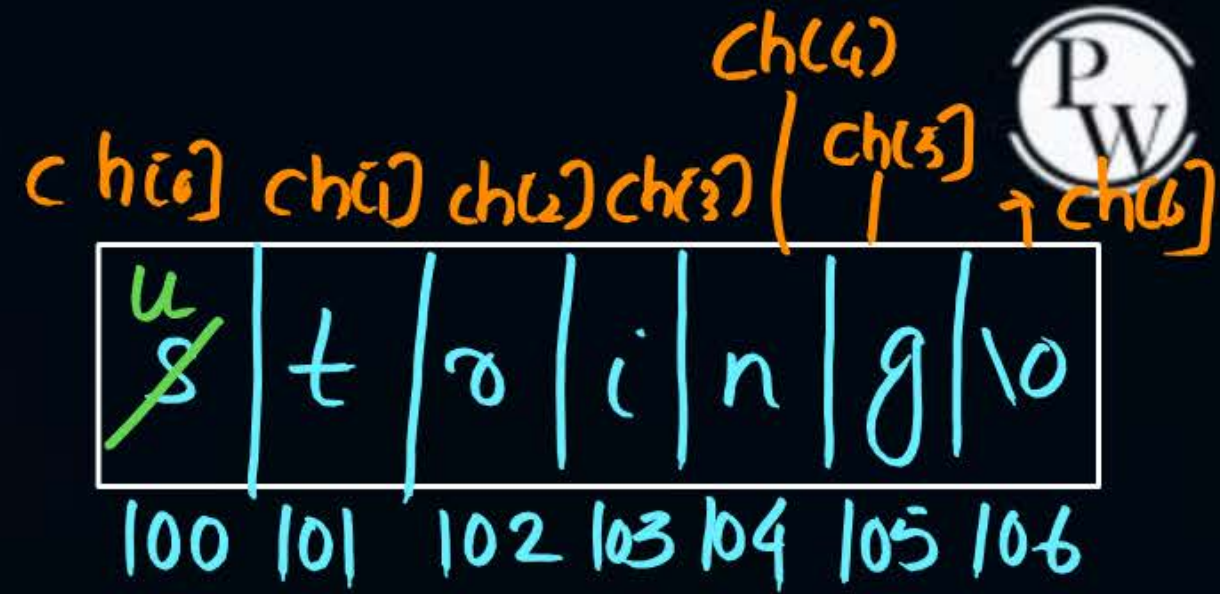
```
printf("%c", *ptr); // t
```




String



```
char ch[] = "string";
```



```
char *ptr;
```

ptr

100

```
ptr = ch;
```

```
(*ptr) += 2;
```

//

```
(*ptr) = *ptr + 2
```

```
printf("%c", *ptr); // u
```



String

```
char ch[] = "String";
```

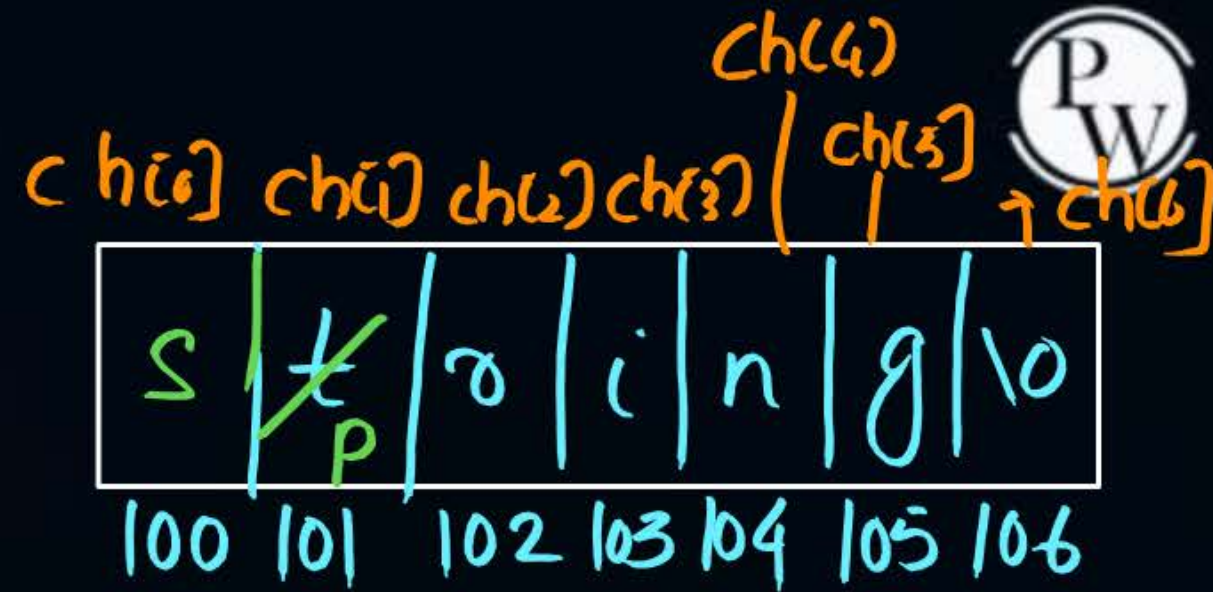
```
ch[1] = 'p';
```

```
printf("%s", ch); //
```

String

```
*(ch+1) = 'p';
```

```
printf("%s", ch+6); // Not print anything
```



ptr 100



String

printf % print everything till it gets the NULL character

```
char ch[] = "string";
```

0	t	r	i	n	g	\0
0						

```
ch[0] = '0';
```

```
printf("%s", ch);
```

0tring

'0' - 0 character 48

0 NULL ASCII 0



String

printf % print everything till it gets the NULL character

```
char ch[] = "string";
```

0	t	r	i	n	g	\0
0						

```
ch[0] = 0;
```

```
printf("%s", ch);
```

output: No output



String

Second way to declare & initialize the string is using character pointer.

```
char *ptr = "string";
```

String stored in
ROM

s	t	r	i	n	g	\0
100	101	102	103	104	105	106

ptr 100



String



character array string is mutable
character pointer string is immutable



String

String maintained
with character pointer
allow to modify

```
char *ptr = 'string';
```

```
ptr[1] = 'p';
```

```
printf("%s", ptr); // No output
```

base Address

```
ptr++; // allowed
```

```
printf("%s", ptr); // string
```

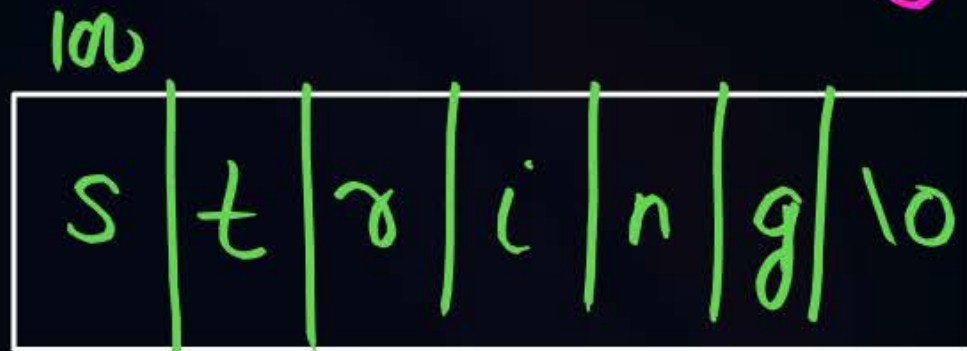


String



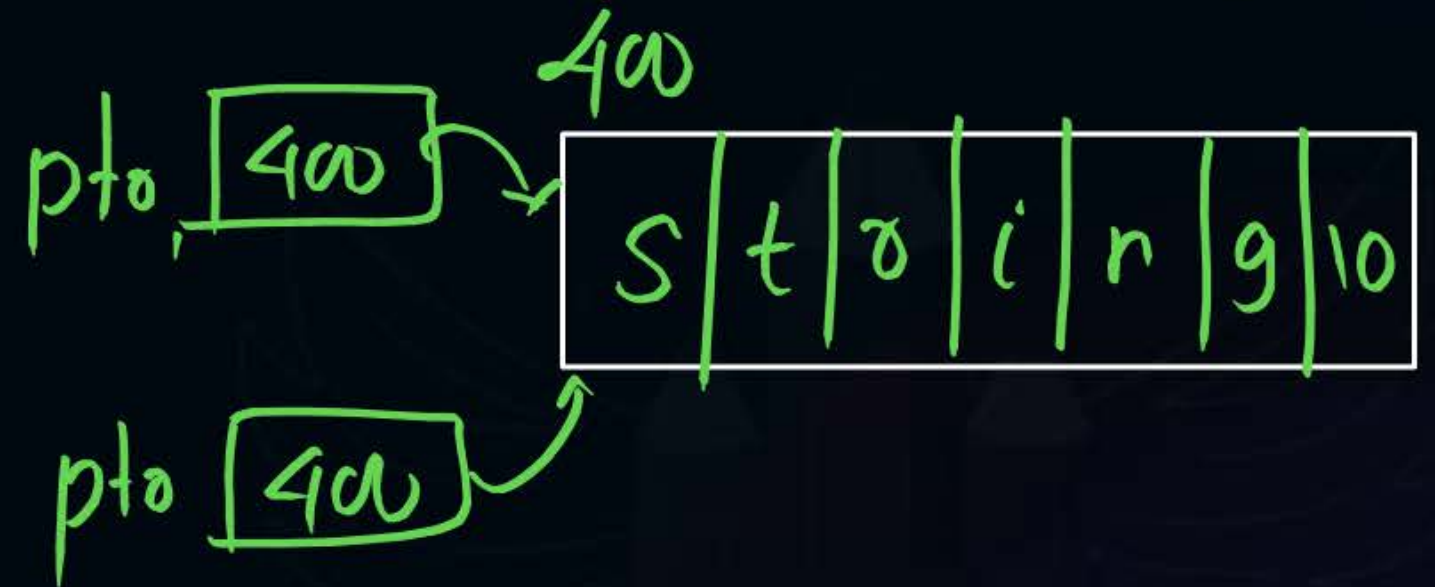
`char ch[] = "string";`

`char ch2[] = "string";`



`char *pt0 = "string";`

`char *pt2 = "string";`





String



```
char ch[20];
```

```
ch = "string";
```

strcpy

X

```
char *ptr;
```

```
ptr = "string";
```



String



#include
<string.h>

strlen () function take const character pointer

return unsigned value representing length of string

* Donot count the NULL character

```
char ch[] = "string";
```

```
printf ("%u", strlen(ch)); // 6
```

```
printf ("%u", strlen(ch+3)); // 3
```




Question =



```
#include<stdio.h>
int main(int argc, char *argv[]){
char a = 'P';
char b = 'x';
char c = (a & b) + '*';
char d = (a | b) - '-';
char e = (a ^ b) + '+';
printf("%c %c %c\n", c, d, e);
return 0;
}
```

*	+	-
42	43	45

- (A) z K S
- (B) 122 75 83
- (C) * - +
- (D) P x +

ASCII encoding for relevant characters is given below



Question

#Q Consider the following C program segment:

```
char p [20];  
char *s = "string";  
  
int length = strlen(s);  
for (i=0 ; i<length; i++)  
    p[i] = s[length - i];  
  
printf("%s", p);
```

The output of the program is

(a) gnirts

(b) string

(c) gnirt

(d) no output is printed

0	1	2	3	4	5	6
s	t	r	i	n	g	\0

$$s[6-0] = s[6]$$

p[0]

\0									
----	--	--	--	--	--	--	--	--	--

It prints every thing till Null



Question =

Q What does the following fragment of C-program print?

```
char c[]="GATE2011";
```

```
char *p =c;
```

```
printf("%s", p+p[3]-p[1]);
```

	101		103						
G	A	T	E	2	0	1	1	\0	
100	102		104						

p 100

$100 + 'E' - 'A'$

$100 + 69 - 65 = 104$

(A) GATE2011

(B) E2011

☒ (C) 2011

(D) 011



Question

#Q Consider the following C Program.

```
#include <stdio.h>
```

```
#include <string.h>
```

```
int main () {
```

```
    char* c = "GATECSIT2017";
```

```
    char* p = c;
```

```
    printf("%d", (int) strlen (c+2[p]-6[p]-1));
```

```
    return 0;
```

```
}
```

The output of the program is 2.

100	1	2	3	4	5	6	7	8	9	10
G	A	T	E	C	S	I	T	2	0	1
-	-	-				-				



(A) 3

~~(B) 2~~

(C) 1

(D) 0

$$100 + 2[p] - 6[p] - 1$$

$$100 + p[2] - p[6] - 1 = 100 + 'T' - 'I' - 1$$

$$= 100 + 84 - 73 - 1$$

$$= 110$$

t.me/Abhisheksharma pu

A - 65

B - 66

C - 67

D - 68

E - 69

F - 70

G - 71

H - 72

I - 73

a - 97

b - 98



Question

#Q Consider the following C Program.

```
#include <stdio.h>
```

```
#include< string.h>
```

```
int main () {
```

```
    char* c = "GATECSIT2017";
```

```
    char* p = c;
```

```
    printf("%d", (int) strlen (c+2[p]-6[p]-1));
```

```
    return 0;
```

```
}
```

The output of the program is _____.

$a[i] = *(a+i) = *(i+a)$

$i[a]$

$a[i]$



Question



HW

Consider the following C program:

```
#include<stdio.h>
void fun1(char *s1, char *s2){
    char *tmp;
    tmp = s1;
    s1 = s2;
    s2 = tmp;
}
void fun2(char **s1, char **s2){
    char *tmp;
    tmp = *s1;
    *s1 = *s2;
    *s2 = tmp;
}
```

```
int main (){
    char *str1 = "Hi", *str2 = "Bye";
    fun1(str1, str2);
    printf("%s %s ", str1, str2);
    fun2(&str1, &str2);
    printf("%s %s", str1, str2);
    return 0;
}
```

- (A) Hi Bye Bye Hi
- (B) Hi Bye Hi Bye
- (C) Bye Hi Hi Bye
- (D) Bye Hi Bye Hi



Question

Consider the following C program:

```
void abc(char*s)
{
    if(s[0]=='\0') return;
    abc(s+1);
    abc(s+1);
    printf("%c",s[0]);
}
main()
{
    abc("123")
}
```

(A) n

(B) $2n$

(C) $2^n - 1$

(D) 2^n

If `abc(s)` is called with a null-terminated string `s` of length `n` characters (not counting the null (`'\0'`) character), how many characters will be printed by `abc(s)`?



2 mins Summary



Topic

String using char array

Topic

String using char pointer

Topic

strlen().

Topic

Topic

THANK - YOU

