CSC3320 System Level Programming Lab Assignment 10 - Post-Lab

Due at 11:59 pm on Friday, April 02, 2021

Purpose: Learn how to use the pointers to represent strings in C.

Part 1:

Write a function about string copy, the *strcpy* prototype "*char* strcpy* (*char* strDest, const char* strSrc*);". Here *strDest* is destination string, *strSrc* is source string.

1) Write the function *strcpy*, don't call C string library.

```
char* strCpy(char* strDest, const char* strSrc) {
    int i = 0;
    while(strSrc[i] != '\0') {
        strDest[i] = strSrc[i];
        i++;
    }
    strDest[i] = '\0';
    return strDest;
}
```

2) Here *strcpy* can copy *strSrc* to *strDest*, but why we use *char** as the return value of *strcpy*?

We use **char*** because the return type of this function is a pointer variable, which can be used to access any other string in the code. The * can be used to access any variable at a give address.

Part 2:

Write a program *findStr.c* that finds the "smallest" and "largest" in a series of words. After the user enters the words, the program will determine which words would come first and last if the words were listed in dictionary order. The program must stop accepting input when the user enters a four-letter word. Assume that no word is more than 20 letters long. An interactive session with the program might look like this:

```
Enter word: <a href="mailto:dog">dog</a>
Enter word: <a href="mailto:zebra">zebra</a>
Enter word: <a href="mailto:rabbit">rabbit</a>
Enter word: <a href="mailto:catfish">catfish</a>
Enter word: <a href="mailto:walrus">walrus</a>
```

```
Enter word: <a to style="color: blue;">cat</a>
Enter word: <a to style="color: blue; fish: blue; fish: blue; fish: <a to style="color: blue;">fish: blue; fish: bl
```

Hint: Use two strings named *smallest_word* and *largest_word* to keep track of the "smallest" and "largest" words entered so far. Each time the user enters a new word, use *strcmp* to compare it with *smallest_word*; if the new word is "smaller", use *strcpy* to save it in *smallest_word*. Do a similar comparison with *largest_word*. Use *strlen* to determine when the user has entered a four-letter word.

Questions:

1) Attach the source code of your C program into the answer sheet.

```
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include <stdio.h>
#include <string.h>
int main() {
      char input[22];
char shortest[22];
char longest[22];
      printf("Enter word: ");
      scanf("%s", input);
      strcpy(shortest, input);
      strcpy(longest, input);
     while(strlen(input) != 4) {
       if(strcmp(input, longest) > 0)
        strcpy(longest, input);
      else if(strcmp(input, shortest) < 0)</pre>
        strcpy(shortest, input);
      printf("Enter word: ");
      scanf("%s", input);
   printf("Smallest words: %s\n", shortest);
printf("Largest word: %s\n", longest);
  return 0;
```

2) Run the C program, attach a screenshot of the output in the answer sheet. 1

```
-bash-4.2$ vi findStr.c
[-bash-4.2$ gcc -o findStr -g findStr.c
[-bash-4.2$ ./findStr
[Enter word: dog
[Enter word: zebra
[Enter word: rabbit
[Enter word: catfish
[Enter word: walrus
[Enter word: fish
[Smallest words: cat
Largest word: zebra
-bash-4.2$
```

Submssion:

- Please follow the instructions below step by step, and then write a report by
 answering the questions and upload the report (named as
 Lab10_FirstNameLastName.pdf or Lab10_FirstNameLastName.doc) to Google
 Classroom, under the rubric Lab 10 Post Lab Assignment.
- Upload the C files findStr.c to the folder named "Lab 10 Post Lab" in Google Classroom.
- Please add the lab assignment NUMBER and your NAME at the top of your filesheet.