

STRING FUNCTIONS

STRING.H

- Many functions in C are designed specifically for strings...
- ...and are placed within `<string.h>`



A FEW EXAMPLES

- We will look at 3 example functions
 - `strlen()`
 - `strcmp()`
 - `strcpy()`

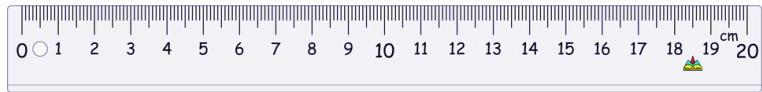


STRLEN()



- `strlen()` finds the length of a string
 - NOT including the trailing `'\0'` character!
- Takes in a pointer to the first memory address and counts the characters until the first `'\0'` character

STRLEN()



- Returns an integer
 - Can be used to pass the length of strings to functions

```
> rot13(a_string, strlen(a_string);
```

STRCMP()

- In order to easily compare strings, strcmp() takes two strings as input
 - Returns **+1** if the first string is first
 - “First” is determined by ASCII values
 - Returns **-1** if the second string is first
 - Returns **0** if both are equal

ASCII

STRCMP()

- Why would this code not logically work?

```
> char str1[] = "Hello";  
> char str2[] = "Hello";  
> if (str1 == str2) {  
>     printf("They're the same!\n");  
> }
```



STRCMP()

- Correct Usage of strcmp()...

```
> char str1[] = "Hello";  
> char str2[] = "hello";  
> if (strcmp(str1, str2) == 0) {  
>     printf("They're the same!\n");  
> }
```



STRCPY()

- Likewise, string copying does not work the same way as with primitive data types

```
> char str1[] = "Hello";
```

```
> char str2[] = str1;
```

**WILL NOT
WORK!**



STPCPY()

- This also doesn't work with any kind of arrays

```
> int num_array1[] = {1, 2, 3};
```

```
> int num_array2[] = num_array1;
```

**WILL NOT
WORK!**



strcpy()

- `strcpy()` takes in two pre-defined strings, and copies the second parameter into the first
 - Including any trailing `'\0'`

```
> char str1[] = "Hello";
```

```
> char str2[];
```

```
> strcpy(str2, str1);
```



STRING FUNCTION CODING CHALLENGE 1

- Password check
 - Have the user scan in a username, a password, and then the password again (to ensure it is legitimate).



<https://www.learnpython.org/en/Welcome>