



Arrays and Strings

Introduction

- A **fixed size sequenced collection** of elements of the **same data type**
 - ▣ Simply a grouping of like-type data
 - ▣ E.g. list of employees in an organization
 - ▣ Marks of 100 students
 - ▣ List of customers and their telephone numbers
 - ▣ Table of daily rainfall data
- Arrays are **structured data types**
 - ▣ As they can be used to represent data values that have a structure of some sort

Introduction...

- Data Types
 - ▣ Derived data types
 - Arrays
 - Functions
 - Pointers
 - ▣ Fundamental data types
 - Integral types
 - Float types
 - Character types
 - ▣ User-defined data types
 - Structures
 - Unions
 - Enumerated data types

One-dimensional Arrays

- One variable with only one subscript
 - ▣ $x[0], x[1], x[2], \dots, x[n]$
 - ▣ $0, 1, 2, \dots, n$ are subscripts and x is a variable
- Declaration

```
type variable-name[size];  
float height[50];  
char name[10];
```
- Size should be either numeric constant or a symbolic constant
- Any reference to the arrays outside the declared limits would not cause an error but might result in unpredictable program results...

One-dimensional Arrays...

```
char name[10];
```

- ❑ Declares the name as a character array variable that can hold a maximum of 10 characters.
- ❑ The last character in character array must be a **NULL** or **'\0'** character.

'W'
'E'
'L'
'L'
' '
'C'
'O'
'M'
'E'
'\0'

A program to illustrate a One-dimensional array

- A program that reads N values and computes the sum of their squares.
- A program that finds the maximum marks of students in a class of 100.

Initialization of one-d array

- Compile time
- Run time

Initialization of one-d array...

- Compile time initialization

```
type array-name[size] = {list of values};  
int number[3]={0,0,0};
```

- Declare number as an array of size 3 and initialize each element to 0

```
float total[5]={0.0,15.3,6.2};
```

- Declare total as an array of size 5 and initialize first three elements to 0.0, 15.3 and 6.2 and remaining elements to 0.0

```
int number[]={0,0,0};
```

- Declare number as an array of size 3 and initialize each element to 0

Initialization of one-d array...

```
char
```

```
    name[6]={ 'h','e','l','l','o','\0' };
```

- Declare name as a character array of size 6 and initialize it to “hello”.
- Same as,

```
char name[6]="hello";
```

- The following is illegal in C

```
int x[2]={1,2,3,4};
```

More elements than array size !!!

Initialization of one-d array...

□ Run time initialization

```
int x[10];  
for(i=0;i<10;i++)  
{  
    printf("Enter a number\n");  
    scanf("%d",&x[i]);  
}
```

Two dimensional arrays

- When we need to store a table of values
- Consider the data structure that shows the value of sales of three items by four sales girls

	Item 1	Item 2	Item 3
Sales girl 1	310	234	110
Sales girl 2	112	345	321
Sales girl 3	102	321	213
Sales girl 4	250	321	321

- C allows us to define such table by using two dimensional array

Two dimensional arrays...

- Declaration

`type array-name[row_size][col_size];`

- Representation of 2D array in memory

	Col 0	Col 1	Col 2
	[0][0]	[0][1]	[0][2]
Row 0	310	275	365
	[1][0]	[1][1]	[1][2]
Row 1	10	190	325
	[2][0]	[2][1]	[2][2]
Row 2	405	235	240
	[3][0]	[3][1]	[3][2]
Row 3	310	275	365

Initializing 2D array

- Run-time initialization

```
int sales[4][3];
```

```
for(int i=0;i<4;i++)
```

```
    for(int j=0;j<3;j++)
```

```
        scanf("%d", &sales[i][j]);
```

Initializing 2D array...

- Compile-time initialization
- `int table[2][3] = {0,0,0,1,1,1};` initializes the elements of first row to 0 and second row to 1.
- `int table[2][3]={0,0,0},{1,1,1};` does the same thing
- `int table[][3]={ {0,0,0},{1,1,1}};` is permitted if all elements of the array are initialized. The statement will initialize table with 2 rows and 3 columns
- What about
 - ▣ `int table[2][3]={1,1},{0};`
 - ▣ `int table[3][5]={0},{0},{0};`
 - ▣ `int table[3][5]={0};`

A program illustrating 2D arrays

- Consider the data structure that shows the value of sales of three items by four sales girls

	Item 1	Item 2	Item 3
Sales girl 1	310	234	110
Sales girl 2	112	345	321
Sales girl 3	102	321	213
Sales girl 4	250	321	321

- Write a program that computes the following:
 - ▣ Total value of sales by each girl
 - ▣ Total value of each item sold
 - ▣ Grand total of sales of all items by all girls

A program illustrating 2D arrays...

- A program to multiply the elements of two NxN matrices

How to multiply 2 matrices?

$\begin{bmatrix} 1 & 2 \\ 2 & 4 \\ 3 & 5 \end{bmatrix}$	\times	$\begin{bmatrix} 1 & 2 \\ 2 & 4 \end{bmatrix}$	$1 \times 1 + 2 \times 2 = 1 + 4 = 5$
$\begin{bmatrix} 1 & 2 \\ 2 & 4 \\ 3 & 5 \end{bmatrix}$	\times	$\begin{bmatrix} 1 & 2 \\ 2 & 4 \end{bmatrix}$	$1 \times 2 + 2 \times 4 = 2 + 8 = 10$
$\begin{bmatrix} 1 & 2 \\ 2 & 4 \\ 3 & 5 \end{bmatrix}$	\times	$\begin{bmatrix} 1 & 2 \\ 2 & 4 \end{bmatrix}$	$2 \times 1 + 4 \times 2 = 2 + 8 = 10$

& so on

A program illustrating 2D arrays...

- A program to find the transpose of a matrix

$$\begin{bmatrix} a & b & c \\ d & e & f \\ g & h & i \end{bmatrix} \quad \text{Original matrix}$$

$$\begin{bmatrix} a & b & c \\ d & e & f \\ g & h & i \end{bmatrix}^T \Rightarrow \begin{bmatrix} a & d & g \\ b & e & h \\ c & f & i \end{bmatrix}$$

Multi-dimensional array

- The general form

`type array_name[s1][s2][s3]...[sm];`

e.g. `int survey[3][5][2];`
`float table[5][4][5][3];`

Dynamic arrays

- So far, we discussed static arrays...
 - ▣ Works fine as long as we know the size of the array
- Dynamic arrays allow us to specify the array size at run time..
 - ▣ Can be created using **pointer variables** and memory management functions such as **malloc**, **calloc** and **realloc**....



Character Arrays and Strings

Introduction to String

□ String

- ▣ A sequence of characters that is treated as a single data item
- ▣ Have you used strings so far ???
- ▣ What about `printf("Hello");` statement?
- ▣ "Hello" is a string !!!

Introduction to String...

- Strings are often used to build meaningful and readable programs
- The common operations performed on character strings include:
 - ▣ Reading and writing strings
 - ▣ Combining strings together
 - ▣ Copying one string to another
 - ▣ Comparing strings for equality
 - ▣ Extracting a portion of a string

Declaring and initializing string variables

`char string_name[size];`

- The size determines the number of characters in a the string_name
- When compiler assigns a character string to a character array, it automatically supplies a **NULL** character (`'\0'`) at the end of a string
- Therefore, the size should be the **length of a string plus one**

Declaring and initializing string variables

```
char city[9]= "Surat";
```

```
char city[9]={ 'S', 'U', 'R', 'A', 'T', '\0' };
```

```
char name[] = { 'g', 'o', 'o', 'd', '\0' };
```

```
char name[10] = "good";
```

the size of name will be 10 only !!!

```
char str[5];
```

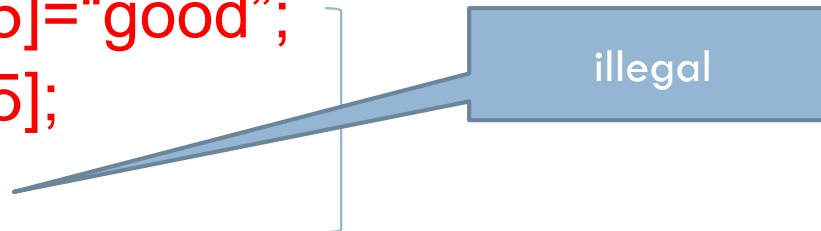
```
str="good";
```



```
char str1[5] = "good";
```

```
char str2[5];
```

```
str2=str1;
```



Reading strings from terminal

- Using scanf function

```
char addr[20];  
scanf("%s",addr);
```

- scanf terminates as soon as the first white space is found !!!
- What happens if you want to input “NEW YORK” in addr ???
- Only “NEW” will be stored in addr !!!

Reading strings from terminal...

- Using getchar and gets functions

```
char ch;
```

```
ch=getchar();
```

- A program that reads a line of text containing a series of words from the terminal

Reading strings from terminal...

- Using gets function

```
char str[20];  
gets(str);  
printf("%s",str);
```

- C does not provide operators that work on strings directly...

- ▣ E.g. `str = "ABC";`
`str1=str2;` are invalid

Programs illustrating strings

- A program to find length of a string
- A program to copy one string into another and count the number of characters copied
- A program that checks whether the string is palindrome or not.

String handling library functions

- ❑ `strcat()`
- ❑ `strcmp()`
- ❑ `strcpy()`
- ❑ `strlen()`

Assignment 4

□ Chapter 6: Review Questions

6.1,6.2,6.8,6.9,6.11, 6.12,6.16 to 6.20