

## Module 3 Lab:

### Problem 1:

Read the strings entered by the user and print the largest line among them.

### Source Code:

```
1 // UCI DCE 22 Fall
2 //
3 // EECS_805: C Programming for Embedded System
4 // Module 3 Lab
5 // Problem 1
6 //
7 // Cheng Fei
8
9 #include <stdio.h>
10 #include <stdlib.h>
11 #include <string.h>
12
13 // Macro variables settings.
14 #define LF 10
15 #define CR 13
16 #define MAX_STRING_NUMBER 100
17 #define MAX_CHARACTER_NUMBER 100
18
19 /*****/
20 /* Main Function */
21 /*****/
22 // Prompt the user to enter strings and output the largest string the user enters.
23 int main(void) {
24     // Basic variables settings.
25     char strings[MAX_STRING_NUMBER][MAX_CHARACTER_NUMBER] = {0}; // Default maximum length of a single string is 100 characters.
26     int stringIndex = 0; // Record the index of the accumulative longest string.
27     int longestLength = 0; // Record the accumulative largest length of strings.
28     int stringi = 0; // Index of the current string.
29
30     // Output the prompt.
31     printf("Please input the strings: \n");
32     printf("*****\n");
33     printf("*** Separate sentences with the return keystroke ***\n");
34     printf("*** End by entering X ***\n");
35     printf("*****\n");
36
37     // Read from the input device.
38     do {
39         // Read strings separated by whitespace/newline/tab.
40         scanf("%s", strings[stringi]);
41         stringi++;
42     } while (strings[stringi-1][0] != 'X'); // Terminate when entering 'X'.
43
44     // Retrieve the longest string.
45     for (int i = 0; i <= stringi; i++) {
46         if (strlen(strings[i]) > longestLength) {
47             longestLength = strlen(strings[i]);
48             stringIndex = i;
49         }
50     }
51
52     // Output the longest string.
53     printf("The longest string you entered is: \n");
54     printf("%s\n", strings[stringIndex]);
55
56     return EXIT_SUCCESS;
57 }
```

## Console Output:

```
Please input the strings:
*****
*** Separate sentences with the return keystroke ***
*** End by entering X ***
*****
This is a great assignment, I learned the standard I/O methods, like scanf, getc, getch, getchar!
X
The longest string you entered is:
assignment,
```

## Problem 2:

2.1.

Prompt:

What is the output for the following code?

```
printf("Hello World" + 4);
```

Answer:

Warning: adding 'int' to a string does not append to the string

Source Code:

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

int main(void) {
    printf("Hello World" + 4);
    return EXIT_SUCCESS;
}
```

## Console Output:

```
main.c:12:24: warning: adding 'int' to a string does not append to the string [-Wstring-plus-int]
    printf("Hello World" + 4);
                   ~~~~~^
main.c:12:24: note: use array indexing to silence this warning
    printf("Hello World" + 4);
                   ^
                   &      [ ]
1 warning generated.
```

2.2.

Prompt:

What would be the output of the following C program?

Answer:

4321

Source Code:

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

int main(void) {
    int i = 43;
    printf("%d",printf("%d",printf("%d",i)));
    return EXIT_SUCCESS;
}
```

Console Output:

```
4321
```

Problem 3:

Prompt:

Why must x be preceded by & inside scanf?

Answer:

Passing x as a reference enables the function scanf to actually change the value of x outside of the scanf's scope. If otherwise, passing x as a copy (not preceded by &), the scanf function will simply make a shallow copy of the object and only stores the input value in this copy. However, as a local variable to this function, this copy of variable x will be deleted (the designated memory will be released) after the function stack is closed; that being said, the input value of the scanf function will be discarded.

Problem 4:

Prompt:

Why getchar return value is of type int?

Answer:

The `getchar` function returns the character it reads, and based on the ASCII/UTF, every character has a unique index code. I think returning an integer can better represent some special characters, like the null terminator (`'\0'`), the newline character (`'\n'`), etc., since these characters are normally invisible in the text.