

# CS & IT ENGINEERING

Programming in C

Strings-2

DPP 02 Discussion Notes



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## TOPICS TO BE COVERED

01 Question

02 Discussion



Q.1

Consider the following program:

```
#include<stdio.h>
#include<string.h>
int main()
```

```
{
    char a[]="GATE_Wallah";
    printf("%s\t", &5[a]);
    printf("%s", (a+5));
    return 0;
}
```

The output is-

A.

Runtime Error

C.

\_Wallah\_Wallah

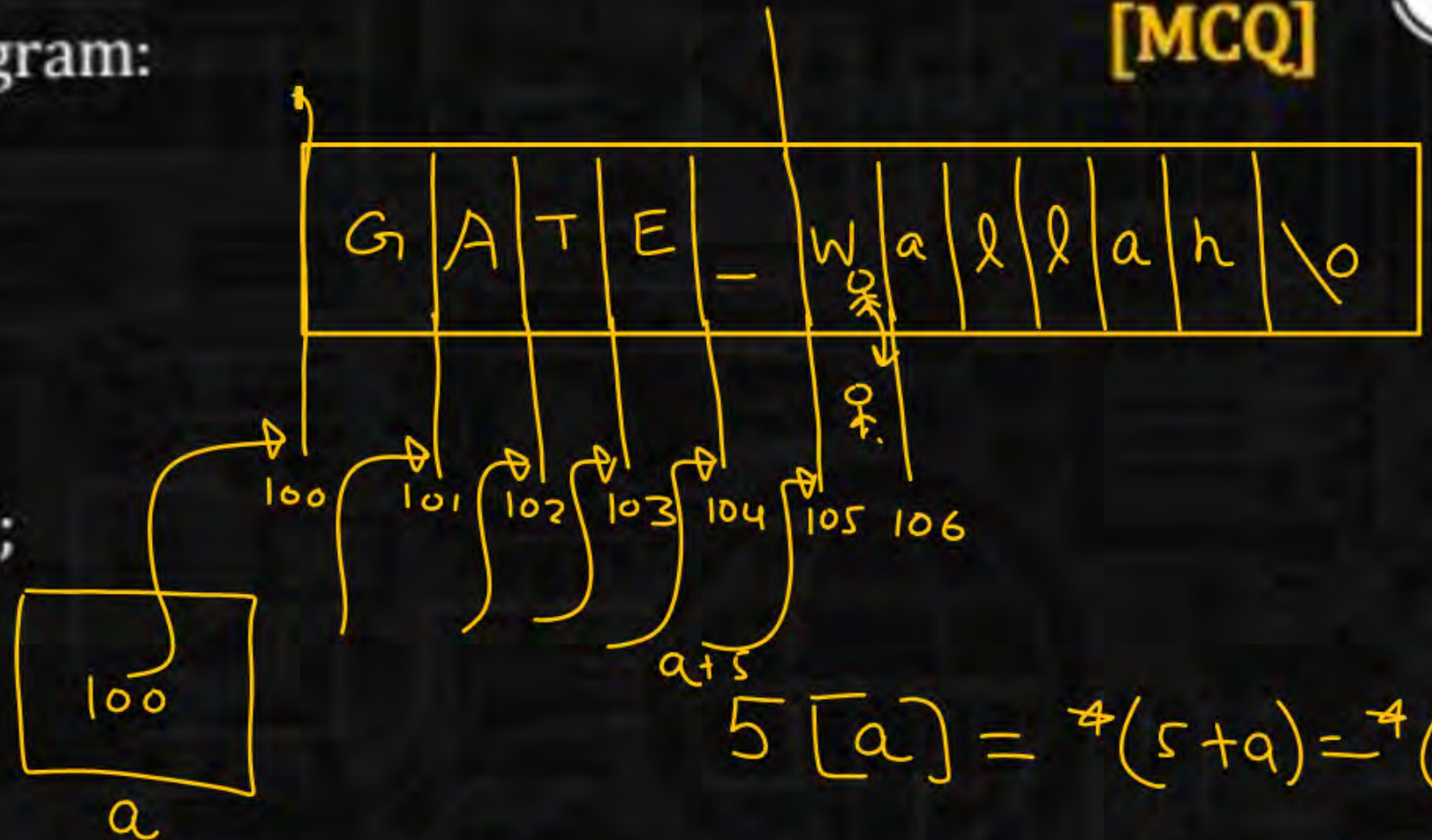
B.

Wallah Wallah

D.

Compilation Error

[MCQ]



$$\begin{aligned} 5[a] &= *(5+a) = *(a+5) \\ &= a[5] \end{aligned}$$

$a+5$  = add. of 'w'

$*(a+5) = 'w'$   
 $a[5] = 'w'$

$\&a[5] \Rightarrow$  add. of char. 'w'



Q.2

Consider the following program:

```
#include<stdio.h>
#include<string.h>
int main()
{
    char s[5];
    s="GATE";
    printf("%s",s);
    return 0;
}
```

The output is-

A.

GATE

C.

NULL

B.

G

~~D.~~

Compiler Error

[MCQ]



Array-name can not be  
Lvalue for  
any assignment  
statement.

(D)

Name of  
array



Q.3

Consider the following program:

```
#include<stdio.h>
#include<string.h>
int main()
```

```
{
```

```
char *p="abcd"; ✓
```

```
char *q="acd"; ✓
```

```
int a;
```

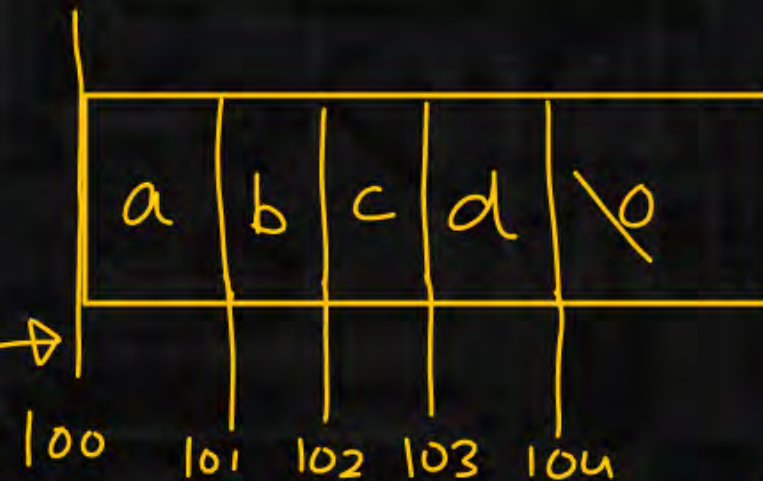
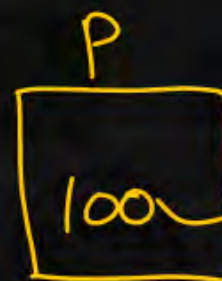
```
a=strcmp(p,q)?strlen(p):strlen(q);
```

```
printf("%d", a);
```

```
return 0;
```

```
}
```

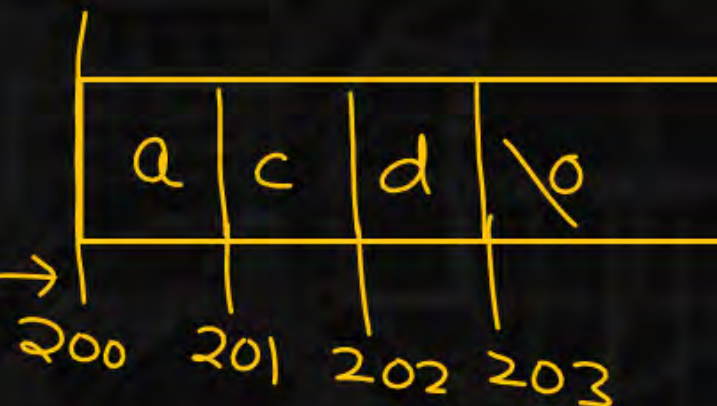
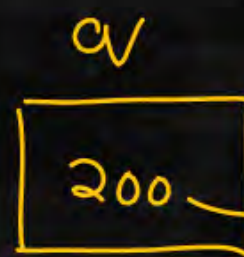
The output is 4.



[NAT]

Handwritten comparison of strings "abcd" and "acd". The character 'b' in "abcd" is circled in red, and an arrow points to it from the text "First unmatched char.".

First unmatched char.



Handwritten comparison of strings "abcd" and "acd". The character 'b' in "abcd" is circled in red, and an arrow points to it from the text "First unmatched char.".

Handwritten note: `exp1 ? exp2 : exp3 ;` with `true` written below it.

Handwritten note: `a = strlen(p)`

Handwritten note: `a = 4`



**Q.4****[MCQ]**

Consider the following program:

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

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

```
int main()
```

```
{
```

```
char * s[5]={"CS", "MECH", "ECE",
```

```
"ELECTRICAL", "CIVIL"};
```

```
char ** p[5]= {s+2, s+4, s+1, s+3, s};
```

```
char ***q=p;
```

```
q=q+3; ✓
```

```
printf("%s", q[-2][-1]);
```

```
q=q-2;
```

```
printf("%c", ***q+++1);
```

```
return 0;
```

```
}
```

The output printed is-

A.

CSF

B.

ELECTRICALD

C.

CSD

D.

CIVILF

$\text{ptr}(\text{"ELECTRICAL"}, s[3])$   
ELECTRICAL

$\text{ptr}(\text{"ELECTRICAL"}, s[3])$   
 $= s[3]$

$\&p[0]$

$\text{ptr}(q[-2]-1)$

$\text{ptr}(q-2)-1$

$\text{ptr}(q-2)-1 = \&s[4]-1$   
 $= \&s[3]$

$q = \&p[3]$

$q-2 \Rightarrow \&p[3]-2$

$q-2 = \&p[1]$

$\text{ptr}(q-2) = \text{ptr}(\&p[1])$

$\text{ptr}(q-2) = p[1]$

$\text{ptr}(q-2) = \&s[4]$



A-65  
B-66 'C' →  
C → 67  
D 68

$s+2 \Rightarrow \&s[0]+2 = \&s[2]$

$q_v++ + 1$

pf  $(q_v++) + 1$   
 $q_v + 1$   
 $q_v = q_v + 1$

$\&P[1] + 1$   
 $\&s[4] + 1$

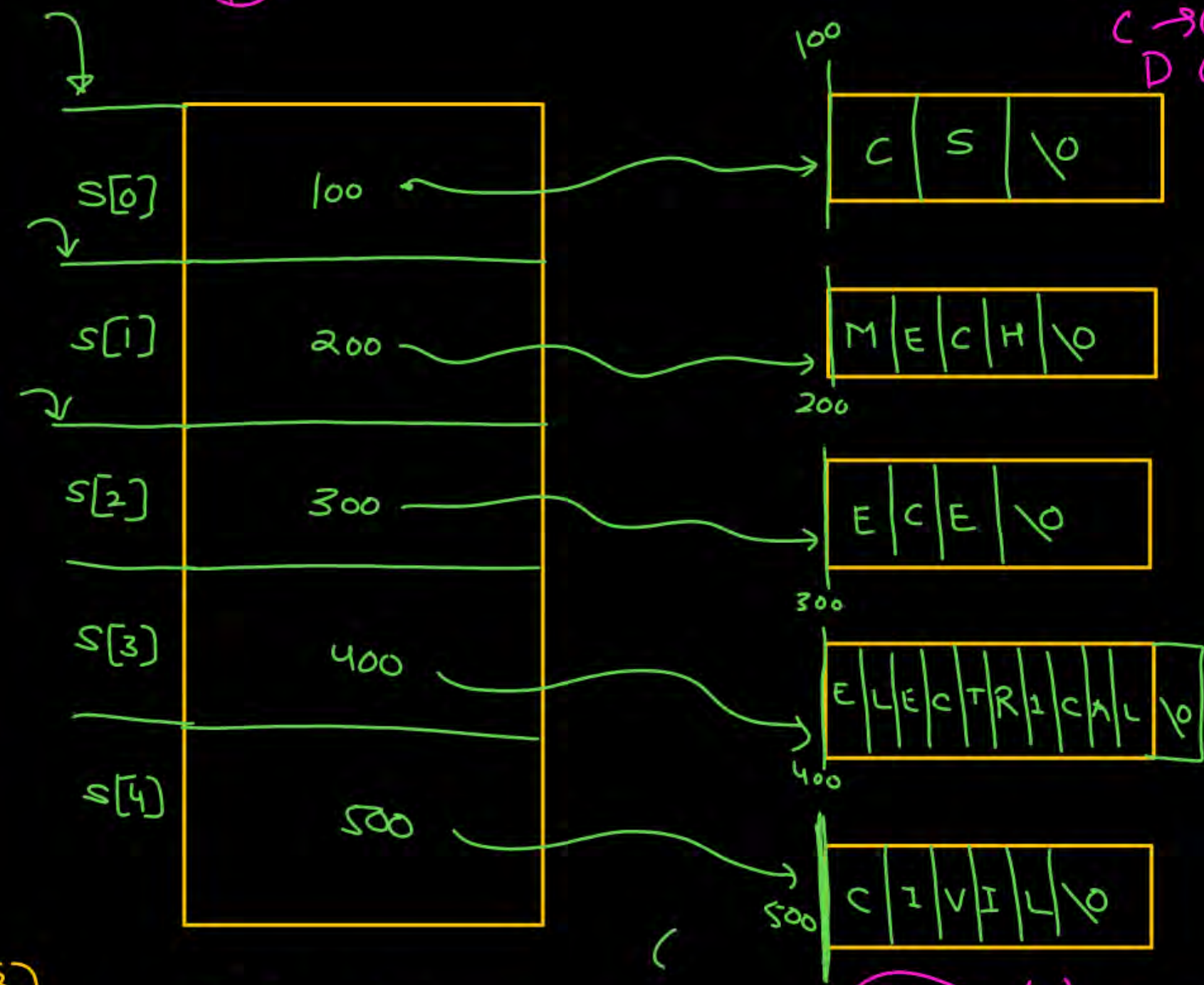
$q_v = q_v + 3$   
 $= \&P[0] + 3 = \&P[3]$

$\&s[4] + 1$   
 $\&\text{char 'c'} + 1$

D

P[0]	$\&s[2]$
P[1]	$\&s[4]$
P[2]	$\&s[1]$
P[3]	$\&s[3]$
P[4]	$\&s[0]$

$\&P[3]$   
 ~~$\&P[0]$~~   
 $q_v$





Q.5



Consider the following program:

[MCQ]

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

```
int main()
```

```
{
```

```
    char a[]="GATE2024";
```

```
    char b[9];
```

```
    strcpy(b, a);
```

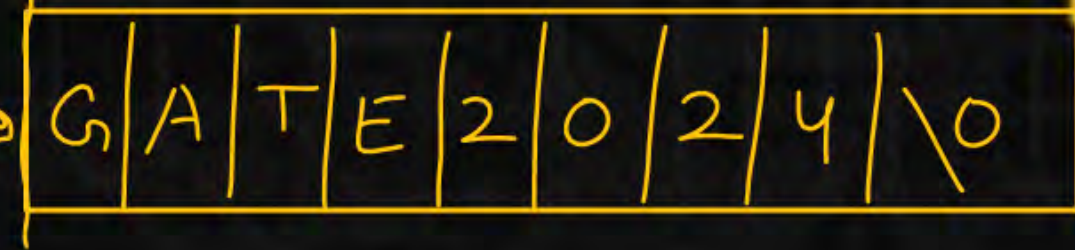
```
    printf("%s%d%d", b, strlen(b), sizeof(b));
```

```
    return 0;
```

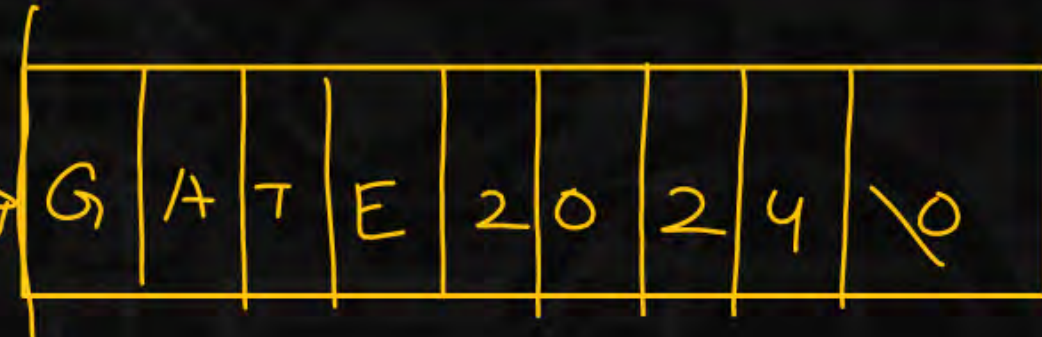
```
}
```

The output is –

a



b



GATE202489

(C)

A.

Compilation Error

B.

GATE202488

C.

GATE202489

D.

GATE202499



Q.6

[MCQ]



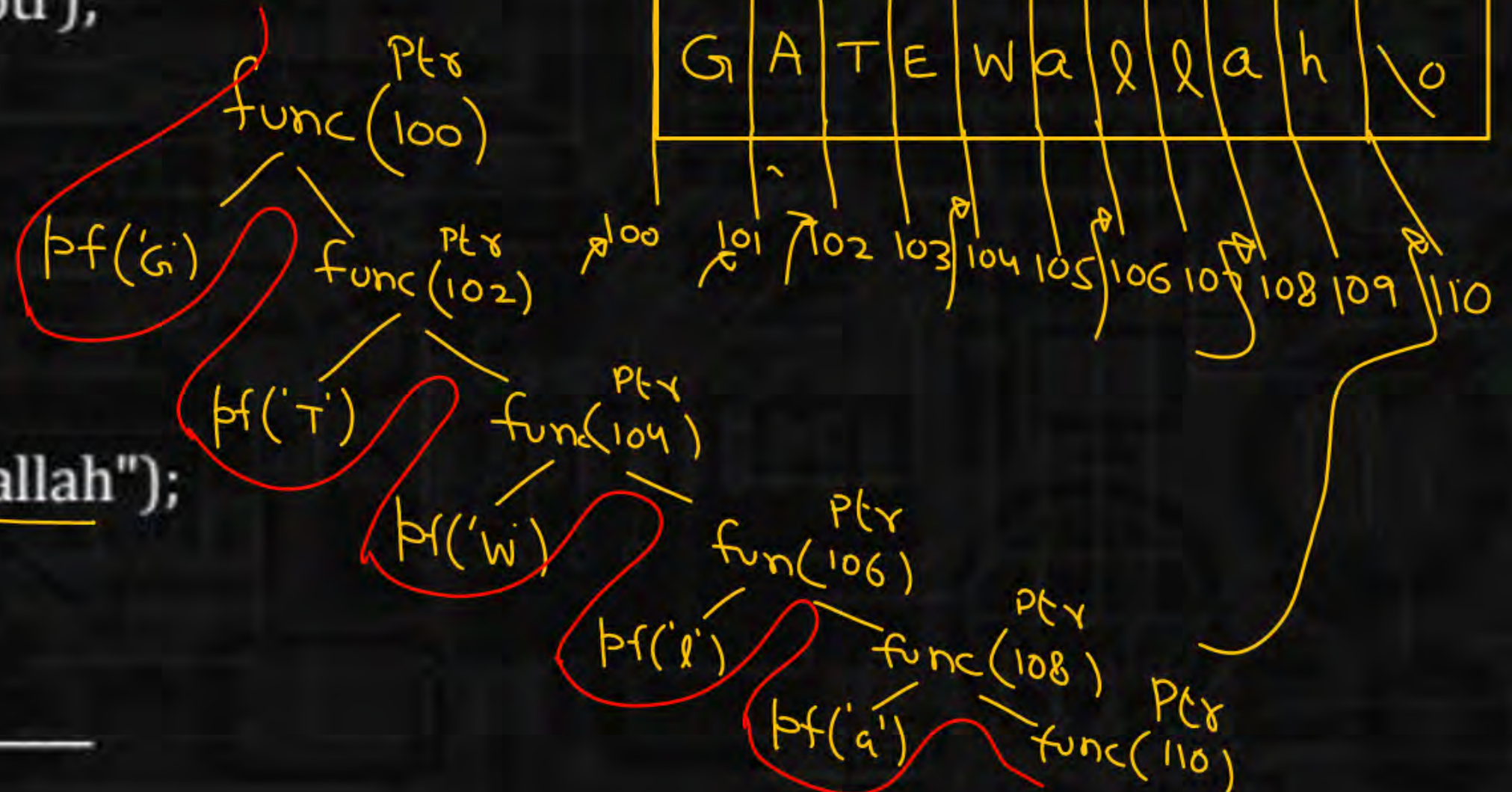
Consider the following program:

```
#include<stdio.h>
#include<string.h>
void func(char *ptr)
{
    if((*ptr)!='\0'){
        printf("%c", *ptr);
        func(ptr+2);
    }
}
int main()
{
    func("GATEWallah");
    return 0;
}
```

The output is \_\_\_\_\_

- ☒ A. GTWla      ☐ C. GATEWallah  
☐ B. GTWlh      ☐ D. None of the above

GTWla





**Q.7****[MCQ]**

Consider the following program:

```
#include<stdio.h>
#include<string.h>
int main()
{
```

```
    char a[]="GATEWallah";
```

```
    char *p;
```

```
    p=a;  $p = \&a[0]$ 
```

```
    p+=4;
```

```
    *p='\0';
```

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

```
    return 0;
```

```
}
```

The output is-

☒ A.

No output

☐ C.

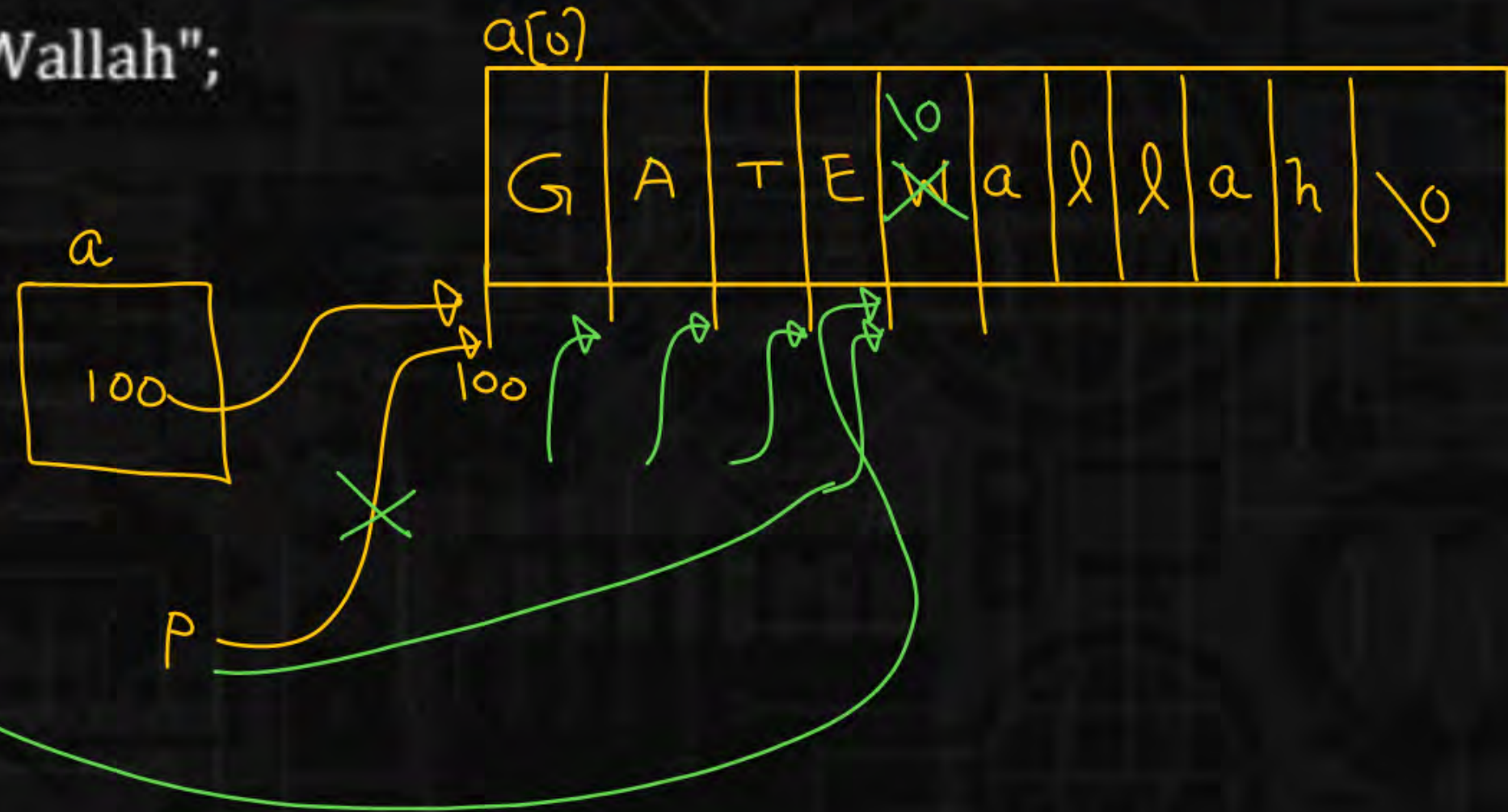
\0allah

☐ B.

Wallah

☐ D.

GATE\0allah





Q.8

Consider the following program:

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

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

```
int main()
```

```
{
```

```
    char *a[]={"GATE", "Parakram", "Wallah", "Shreshth"};
```

```
    char **b[]={a+2, a+3, a+1, a};
```

```
    char ***c=b;
```

```
    printf("%s", *--*++c+3);
```

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

```
    return 0;
```

```
}
```

The length of the output string is 11.

[NAT]



~~\*~~--~~\*~~(++c) + 3

(i) c = c + 1

(ii) ~~\*~~--~~\*~~c + 3 → ~~\*~~--(~~\*~~c) + 3

(i) ~~\*~~c = ~~\*~~c - 1

(ii) ~~\*~~~~\*~~c + 3

~~\*~~~~\*~~b[1] + 3

~~\*~~b[1] + 3

~~\*~~a[2] + 3

a[2] + 3

~~\*~~--~~\*~~++c + 3

lah

Parakram

↙ ↘  
a[2], a[3], a[1], a[0]



$$\begin{aligned}
 1) \quad c &= c + 1 \\
 &= \&b[0] + 1 \\
 &= \&b[1]
 \end{aligned}$$

$$2) \quad *c = *c - 1$$

$$\begin{aligned}
 b[1] &= b[1] - 1 \\
 &= \&a[3] - 1 = \&a[2]
 \end{aligned}$$

$c$   
 $\&b[0] \quad \&b[1] \quad \&b[2]$

$$\begin{aligned}
 c &= c + 1 \\
 &= \&b[1] + 1 \\
 &= \&b[2]
 \end{aligned}$$

$b[0]$	$\&a[2]$
$b[1]$	<del><math>\&amp;a[3]</math></del> $\&a[2]$
$b[2]$	$\&a[1]$
$b[3]$	$\&a[0]$

$a[0]$	100
$a[1]$	200
$a[2]$	300
$a[3]$	400

$100 \rightarrow$ 

G	A	T	E	\0
---	---	---	---	----

$200 \rightarrow$ 

P	a	r	a	k	r	a	m	\0
---	---	---	---	---	---	---	---	----

$300 \rightarrow$ 

W	a	l	l	a	h	\0
---	---	---	---	---	---	----

  
 $300 \quad 301 \quad 302 \quad 303$

$400 \rightarrow$ 

S	h	r	e	s	h	t	h	\0
---	---	---	---	---	---	---	---	----

~~$\&b[2]$~~

$b[2] \Rightarrow \&a[1] = a[1]$

$(ii) \Rightarrow ++c \rightarrow c = c + 1$   
 $\rightarrow *c$



