Programming Tip:
Character constants
are enclosed in
single quotes.
String constants are
enclosed in double
quotes.

In C language, a string is nothing but a null-terminated character array. This means that after the last character, a null character ('\0') is stored to signify the end of the character array. For example, if we write,

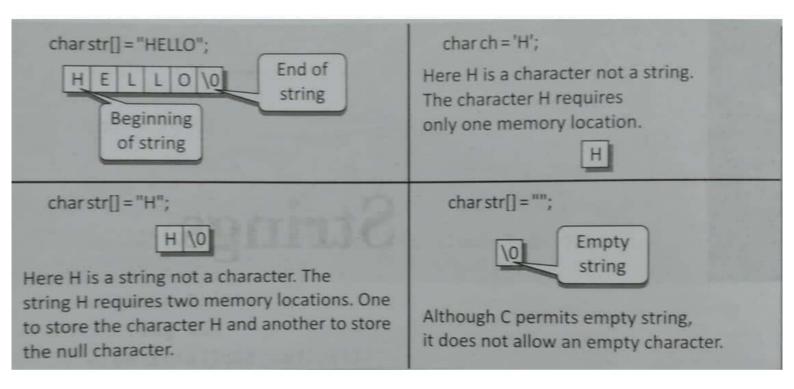
char str[] = "HELLO";

We are declaring a character array that has five usable characters namely, H, E, L, L, and O. Apart from these characters, a null character ('\0') is stored at the end of the string. So, the internal representation of the string becomes HELLO'\0'. To store a string of length 5, we need 5 + 1 locations (1 extra for the null character). The name of the character array (or the string) is a pointer to the beginning of the string. Figure 6.1 shows the difference between character storage and string storage.

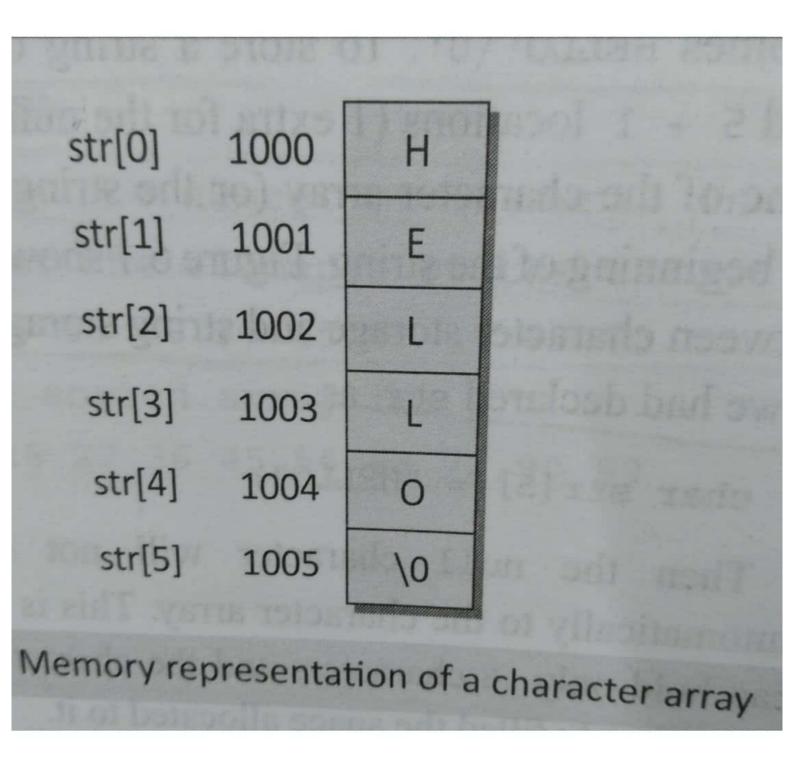
If we had declared str as,

char str[5] = "HELLO";

Then the null character will not be appended automatically to the character array. This is because, str can hold only 5 characters and the characters in HELLO have already filled the space allocated to it.



Programming Tip: When allocating memory space for a character array, reserve space to hold the null character also.



6.1.1 Reading Strings

If we declare a string by writing

char str[100];

Then str can be read from the user by using three ways:

- 1. using scanf function
 - 2. using gets() function

3. using getchar(), getch()or getche()function
 repeatedly
The string can be read using scanf() by writing
 scanf("%s", str);

Programming Tip: Using & operand with a string variable in the scanf statement generates an error. An array name cannot be used as the left operand of an assignment operator. Therefore, the following statement is illegal in C.

```
char str2, str1[]="HI";
str2 = str1;
```

6.1.2 Writing Strings

The string can be displayed on screen using three ways:

- 1. using printf() function
- 2. using puts () function
- 3. using putchar () function repeatedly

The string can be displayed using printf() by writing printf("%s", str);

```
Write a program to find the length of a string.
 #include <stdio.h>
 #include <conio.h>
 int main()
    char str[100], i = 0, length;
    clrscr();
    printf("\n Enter the string:");
    gets(str);
    while(str[i] != '\0')
       i++;
    length = i;
    printff("\n The length of the string is:
    %d", length);
    getch();
Output
  Enter the string: HELLO
  The length of the string is: 5
```

of (stremp (str. 1, str. 2) > 0, the str. 1 is greater ef (stremp (str. 1, str. 2) < 0, the str. 1 is less than str. 2 of (stremp (str. 1, str. 2) < 0, the str. 1 is equal of (stremp (str. 1, str. 2) = 0, the str. 1 is equal to str. 2.