

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.

```
char str[] = "HELLO";
```

H	E	L	L	O	\0
---	---	---	---	---	----

Beginning
of string

End of
string

```
char ch = 'H';
```

Here H is a character not a string.
The character H requires
only one memory location.

H

```
char str[] = "H";
```

H	\0
---	----

Here H is a string not a character. The
string H requires two memory locations. One
to store the character H and another to store
the null character.

```
char str[] = "";
```

\0

Empty
string

Although C permits empty string,
it does not allow an empty character.

Programming Tip:

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

str[0]	1000	H
str[1]	1001	E
str[2]	1002	L
str[3]	1003	L
str[4]	1004	O
str[5]	1005	\0

Memory representation of a character array

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;
    printf("\n The length of the string is :
    %d", length);
    getch();
}
```

Output

```
Enter the string : HELLO
The length of the string is : 5
```

if $(\text{strcmp}(\text{str1}, \text{str2}) > 0)$, the str1 is greater
than str2

if $(\text{strcmp}(\text{str1}, \text{str2}) < 0)$, the str1 is less
than str2

if $(\text{strcmp}(\text{str1}, \text{str2}) = 0)$, the str1 is equal
to str2 .