EXP NO: 01 DATE:

# DEVELOP A SIMPLE C PROGRAM TO DEMONSTRATE A BASIC STRING OPERATIONS

# Questions

# 1. Input and Output

- Question: Modify the program to take a string input from the user and display it in uppercase.
- **Hint**: Use the toupper function from <ctype.h> to convert characters to uppercase.

# 2. String Length

• Question: Write a C program to check if a given substring exists within a string without using the strstr() function. If the substring is found, print its starting index; otherwise, print "Substring not found."

# 3. String Comparison

- Question: Extend the program to compare two strings entered by the user and print whether they are the same.
- **Hint**: Use the strcmp function from <string.h> for comparison.

# 4. Remove Spaces

- **Question**: Write a program to remove all spaces from a string entered by the user.
- **Hint**: Use a loop to copy non-space characters to a new string.

# **5. Frequency of Characters**

- Question: Modify the program to calculate the frequency of each character in the string.
- **Hint**: Use an array of size 256 to store the count of each ASCII character.

# **6. Concatenate Strings**

- Question: Extend the program to concatenate two strings entered by the user.
- **Hint**: Use the streat function from <string.h>.

# 7. Replace a Character

- **Question**: Write a program to replace all occurrences of a specific character in the string with another character.
- **Hint**: Traverse the string and replace the character conditionally in a loop.

To write a C program that takes a string input from the user and converts all its characters to uppercase using the toupper() function from the library.

# **ALGORITHM:**

- 1. Start
- 2. Declare a character array str to store the input string.
- 3. Prompt the user to enter a string.
- 4. Use fgets() to read the string input from the user.
- 5. Check if the last character is a newline (\n) and replace it with \0 (null terminator).
- 6. Loop through each character of the string:
- 7. Use toupper() to convert each character to uppercase.
- 8. Store the converted character back in the string.
- 9. Print the modified uppercase string. End

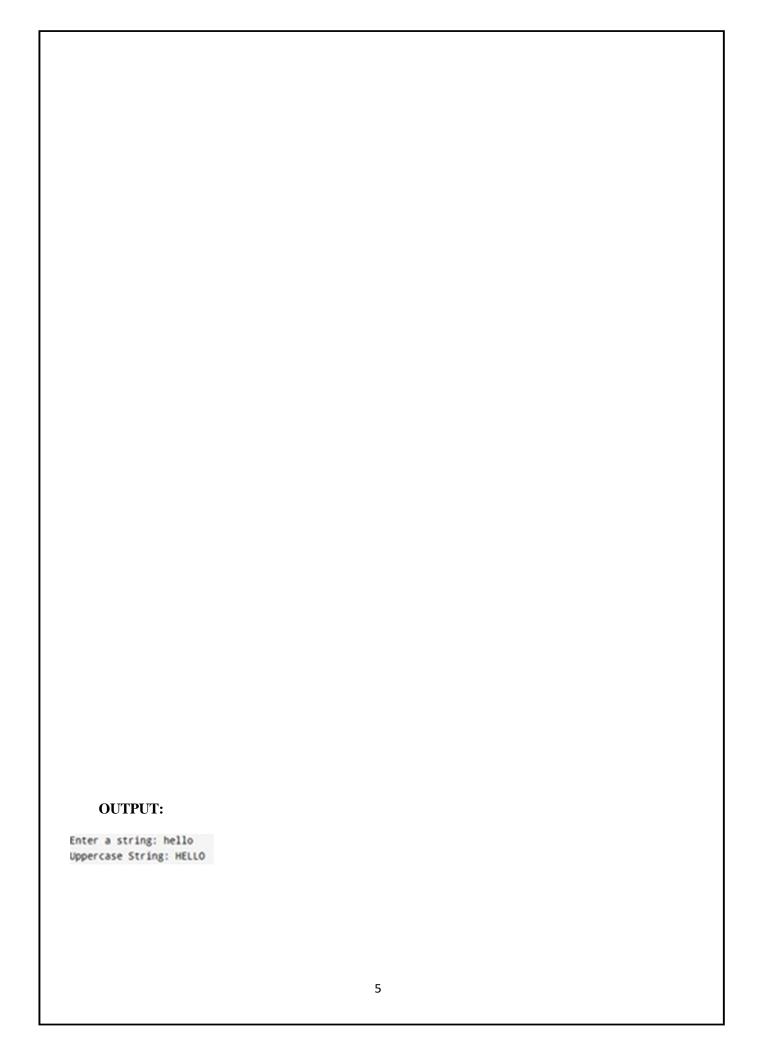
```
#include <stdio.h>
#include <ctype.h>

int main() {
    char str[100];

    printf("Enter a string: ");
    scanf("%s", str);

for (int i = 0; str[i] != "\0'; i++) {
    str[i] = toupper(str[i]);
    }

    printf("Uppercase String: %s\n", str);
    return 0;
}
```



To write a C program that checks whether a given substring exists within a string without using the strstr() function. If found, print its starting index; otherwise, print "Substring not found."

# **ALGORITHM:**

- 1. Start
- 2. Declare two character arrays: one for the main string and one for the substring.
- 3. Take input for both strings from the user.
- 4. Compute the lengths of both strings.
- 5. Loop through the main string and check for a match with the substring: o Compare characters one by one. o If a match is found, print the starting index and exit.
  - 6. If no match is found, print "Substring not found."
  - 7. End

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

int findSubstring(char str[], char substr[]) {
    int len1 = strlen(str);
    int len2 = strlen(substr);

for (int i = 0; i <= len1 - len2; i++) {
    int j;
    for (j = 0; j < len2; j++) {
        if (str[i + j] != substr[j]) {
            break;
        }
        }
        if (j == len2) {
            return i;
        }
    }
    return -1;
}</pre>
```

```
int main() {
    char str[100], substr[50];

printf("Enter the main string: ");
    scanf("%s", str);

printf("Enter the substring: ");
    scanf("%s", substr);

int index = findSubstring(str, substr);

if (index != -1)
    printf("Substring found at index %d\n", index);
    else
    printf("Substring not found\n");

return 0;
}
```

# **OUTPUT:**

Enter a string: COMPILER DESIGN LAB Enter the substring: LA Substring found at index 16

To write a C program that compares two strings entered by the user and determines whether they are the same.

# **ALGORITHM:**

- 1. Start
- 2. Declare two character arrays to store the strings.
- 3. Take input for both strings from the user.
- 4. Use strcmp() to compare the two strings.
- 5. If the result is 0, print "Strings are the same."
- 6. Otherwise, print "Strings are different."
- 7. End

#### **PROGRAM:**

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

int main() {
    char str1[100], str2[100];

    printf("Enter first string: ");
    scanf("%s", str1);

    printf("Enter second string: ");
    scanf("%s", str2);

if (strcmp(str1, str2) == 0)
    printf("Strings are the same.\n");
    else
        printf("Strings are different.\n");
    return 0;
}
```

# **OUTPUT:**

Enter first string: COMPILER DESIGN Enter second string: LAB Strings are different.

To write a C program that removes all spaces from a string entered by the user.

# **ALGORITHM:**

- 1. Start
- 2. Declare a character array for input.
- 3. Take string input from the user.
- 4. Traverse the string: o Copy only non-space characters to a new position in the array.
- 5. Print the modified string.
- 6. End

# **PROGRAM:**

```
#include <stdio.h>
int main() {
    char str[100], result[100];
    int i, j = 0;

    printf("Enter a string: ");
    scanf(" %[^\n]", str);

    for (i = 0; str[i] != "\0'; i++) {
        if (str[i] != '') {
            result[j++] = str[i];
        }
    }
    result[j] = "\0';

    printf("String without spaces: %s\n", result);
    return 0;
}

OUTPUT:
```

Enter a string: COMPILER DESIGN
String without spaces: COMPILERDESIGN

To write a C program that calculates the frequency of each character in a given string.

# **ALGORITHM:**

- 1. Start
- 2. Declare a character array for input.
- 3. Declare an integer array freq[256] initialized to 0 (for ASCII character frequencies).
- 4. Take string input from the user.
- 5. Traverse the string: o Increment the frequency count for each character.
- 6. Print characters with their respective frequencies.
- 7. End

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

int main() {
    char str[100];
    int freq[256] = {0};

    printf("Enter a string: ");
    scanf("%s", str);

for (int i = 0; str[i] != \0'; i++) {
        freq[(unsigned char)str[i]]++;
    }

    printf("Character frequencies:\n");
    for (int i = 0; i < 256; i++) {
        if (freq[i] > 0) {
            printf("%c = %d\n", i, freq[i]);
        }
    }
    return 0;
}
```

# **OUTPUT:** Enter a string: Compiler design Character Frequencies: : 1 'C' : 1 'd' : 1 'e' : 2 'g' : 1 'i' : 2 11 : 1 'm' : 1 'n' : 1 '0' : 1 'p' : 1 'r' : 1 's' : 1

To write a C program that concatenates two strings entered by the user.

# **ALGORITHM:**

- 1. Start
- 2. Declare two character arrays for input. 3
- . Take input for both strings.
- 4. Use strcat() to concatenate the second string to the first.
- 5. Print the concatenated result.
- 6. End

# **PROGRAM:**

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

int main() {
    char str1[100], str2[100];

    printf("Enter first string: ");
    scanf("%s", str1);

    printf("Enter second string: ");
    scanf("%s", str2);

    strcat(str1, str2);

    printf("Concatenated String: %s\n", str1);
    return 0;
}
```

# **OUTPUT:**

Enter a string: COMPILER DESIGN String without spaces: COMPILERDESIGN

To write a C program that replaces all occurrences of a specific character in a string with another character.

# **ALGORITHM:**

- 1. Start
- 2. Declare a character array for input.
- 3. Take string input from the user.
- 4. Take input for the character to replace and its replacement.
- 5. Traverse the string: o Replace occurrences of the old character with the new one.
- 6. Print the modified string.
- 7. End

```
#include <stdio.h>
int main() {
    char str[100], oldChar, newChar;

    printf("Enter a string: ");
    scanf("%s", str);

    printf("Enter the character to replace: ");
    scanf("%c", &oldChar);

    printf("Enter the new character: ");
    scanf("%c", &newChar);

    for (int i = 0; str[i] != '\0'; i++) {
        if (str[i] == oldChar) {
            str[i] = newChar;
        }
    }

    printf("Modified String: %s\n", str);
    return 0;
}
```

OUTPUT:	
	Enter a string: compiler design Enter character to replace: de Enter new character: Modified string: compiler
	esign
Implementat	
Implementat Output/Signa	ion