

## String Manipulation

CST 357/457 – Systems Programming  
Michael Ruth, Ph.D.  
Associate Professor  
Computer Science & I.T.  
mruth@roosevelt.edu



## Objectives

- Discuss string processing including comparisons, searching, & tokenizing
- Explain character testing & conversions

CST 357/457 Systems Programming  
String Manipulation  
Reading: 189



Michael Ruth, Ph.D.  
mruth@roosevelt.edu

## What to do with text once entered?

- There are multiple libraries in place for basic string processing
  - <string.h> - basic string functions
  - <ctype.h> - character testing
  - <stdlib.h> - string conversions
- Remember from earlier discussions (arrays) that there is NO built-in type for strings
  - They are simply arrays of chars for ex:

NAME: D A V E 10 49

CST 357/457 Systems Programming  
String Manipulation  
Reading: 189



Michael Ruth, Ph.D.  
mruth@roosevelt.edu

## String handling

- You can develop algorithms and methods to dice and slice your arrays but...
- You don't really want to reinvent the wheel, do you?

---

---

---

---

---

---

---

## String Comparisons

- `int strcmp(const char *string1, const char *string2)`
- `int strncmp(const char *string1, char *string2, size_t n)`
- `int strcasecmp(const char *s1, const char *s2)`
- `int strncasecmp(const char *s1, const char *s2, int n)`

---

---

---

---

---

---

---

## String comparison returns an int

- functions *lexically* compare the two input strings and return:
  - **Less than zero**
    - if string1 is lexically less than string2
  - **Zero**
    - if string1 and string2 are lexically equal
  - **Greater than zero**
    - if string1 is lexically greater than string2

---

---

---

---

---

---

---

## More string functions

- Notice that almost all of the functions here take as arguments pointers to strings?
- This is so that they can handle variable lengths
- **int strlen(const char \*string)**
  - Returns the number of chars in string

CST 357/457 Systems Programming  
String Manipulation  
Reading: 180



Michael Ruth, Ph.D.  
mruth@roosevelt.edu

7

---

---

---

---

---

---

---

## String Searching

- **char \*strchr(const char \*string, int c)**
  - Find first occurrence of character c in string
- **char \*strrchr(const char \*string, int c)**
  - Find last occurrence of character c in string
- **char \*strstr(const char \*s1, const char \*s2)**
  - locates the first occurrence of the string s2 in string s1

CST 357/457 Systems Programming  
String Manipulation  
Reading: 180



Michael Ruth, Ph.D.  
mruth@roosevelt.edu

8

---

---

---

---

---

---

---

## String tokenizer in C?

- **char \*strtok(char \*string, const char \*delimiters)**
  - break the string pointed to by string into a sequence of tokens,
    - each of which is delimited by one or more characters from the string pointed to by delimiters

CST 357/457 Systems Programming  
String Manipulation  
Reading: 180



Michael Ruth, Ph.D.  
mruth@roosevelt.edu

9

---

---

---

---

---

---

---

## Tokenizer Example

```
main() {  
  
    char line[256];  
    char *token;  
  
    while (gets(line) != NULL) {  
        token = strtok(line, " ");  
        while (token != NULL) {  
            puts(token);  
            token = strtok(NULL, " ");  
        }  
    }  
}
```

CST 357/457 Systems Programming  
String Manipulation  
Reading: 180



Michael Ruth, Ph.D.  
mruth@roosevelt.edu  
10

---

---

---

---

---

---

---

## Other functions of <string.h>

- `char *strerror( int errnum );`
  - Creates a system-dependent error message based on `errnum`
  - Returns a pointer to the string

```
int main() {  
  
    int i;  
    for (i=0; i<50; i++) {  
        printf("%s \n", strerror(i));  
    }  
}
```

CST 357/457 Systems Programming  
String Manipulation  
Reading: 180



Michael Ruth, Ph.D.  
mruth@roosevelt.edu  
11

---

---

---

---

---

---

---

## #include <ctype.h>

- Library used for character testing:
  - All of these functions take a character (or `int`) and return a non-zero `int` for true and zero for false
- Quick ex:
  - `0 = isdigit('a')` ← `a` is not a digit

CST 357/457 Systems Programming  
String Manipulation  
Reading: 180



Michael Ruth, Ph.D.  
mruth@roosevelt.edu  
12

---

---

---

---

---

---

---

## Character testing

- `int isdigit(char)`
  - checks for a decimal digit [0-9]
- `int islower(char)`
  - Checks for a lowercase letter [a-z]
- `int isupper(char)`
  - checks for an uppercase letter [A-Z]
- `int isalpha(char)`
  - Checks for either `isupper(char)` or `islower(char)`
- `int isalnum(char)`
  - Checks for either `isalpha(char)` or `isdigit(char)`

CST 35/457 Systems Programming  
String Manipulation  
Slide 180



Michael Ruth, Ph.D.  
mruth@roosevelt.edu  
13

---

---

---

---

---

---

---

## Character testing (cont)

- `int isspace(char)`
  - checks for whitespace which can be any of: space, formfeed, newline, carriage return, tab
- `int iscntrl(char)`
  - Checks for a control char
- `int ispunct(char)`
  - checks for printing char not space, letter, or digit
- `int isxdigit(char)`
  - Checks for a heximal decimal digit

CST 35/457 Systems Programming  
String Manipulation  
Slide 180



Michael Ruth, Ph.D.  
mruth@roosevelt.edu  
14

---

---

---

---

---

---

---

## And Wait, There's More!

- `int tolower(char)`
  - Convert the given character to lowercase
- `int toupper(char)`
  - Convert the given character to uppercase

CST 35/457 Systems Programming  
String Manipulation  
Slide 180



Michael Ruth, Ph.D.  
mruth@roosevelt.edu  
15

---

---

---

---

---

---

---

## #include <stdlib> : string

- This library contains routines designed to handle character conversions
  - `double atof(char *s)` – converts the given string to a double
  - `int atoi(char *s)` – converts the given string into an int
  - `long atol(char *s)` – converts the given string in a long

---

---

---

---

---

---

---

## Summary

- Discussed string processing including comparisons, searching, & tokenizing
- Explained character testing & conversions

---

---

---

---

---

---

---

## Questions?



---

---

---

---

---

---

---