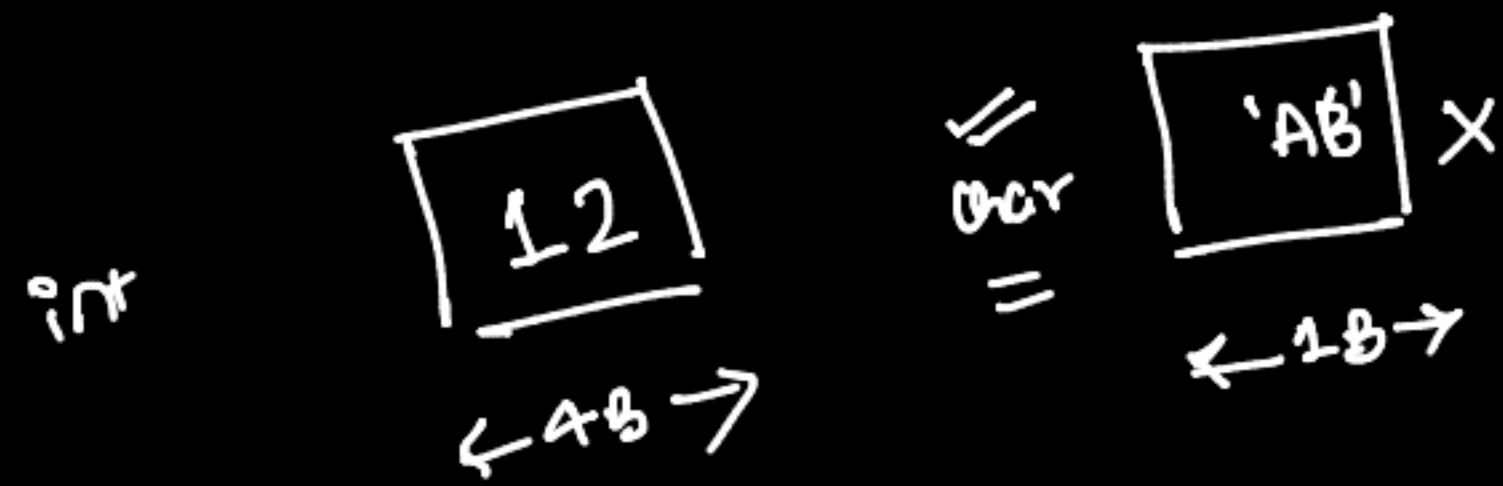


= Character Arrays



↳ Seq. of char. is a.k.a string

string \rightarrow internally character array

How to declare char array?

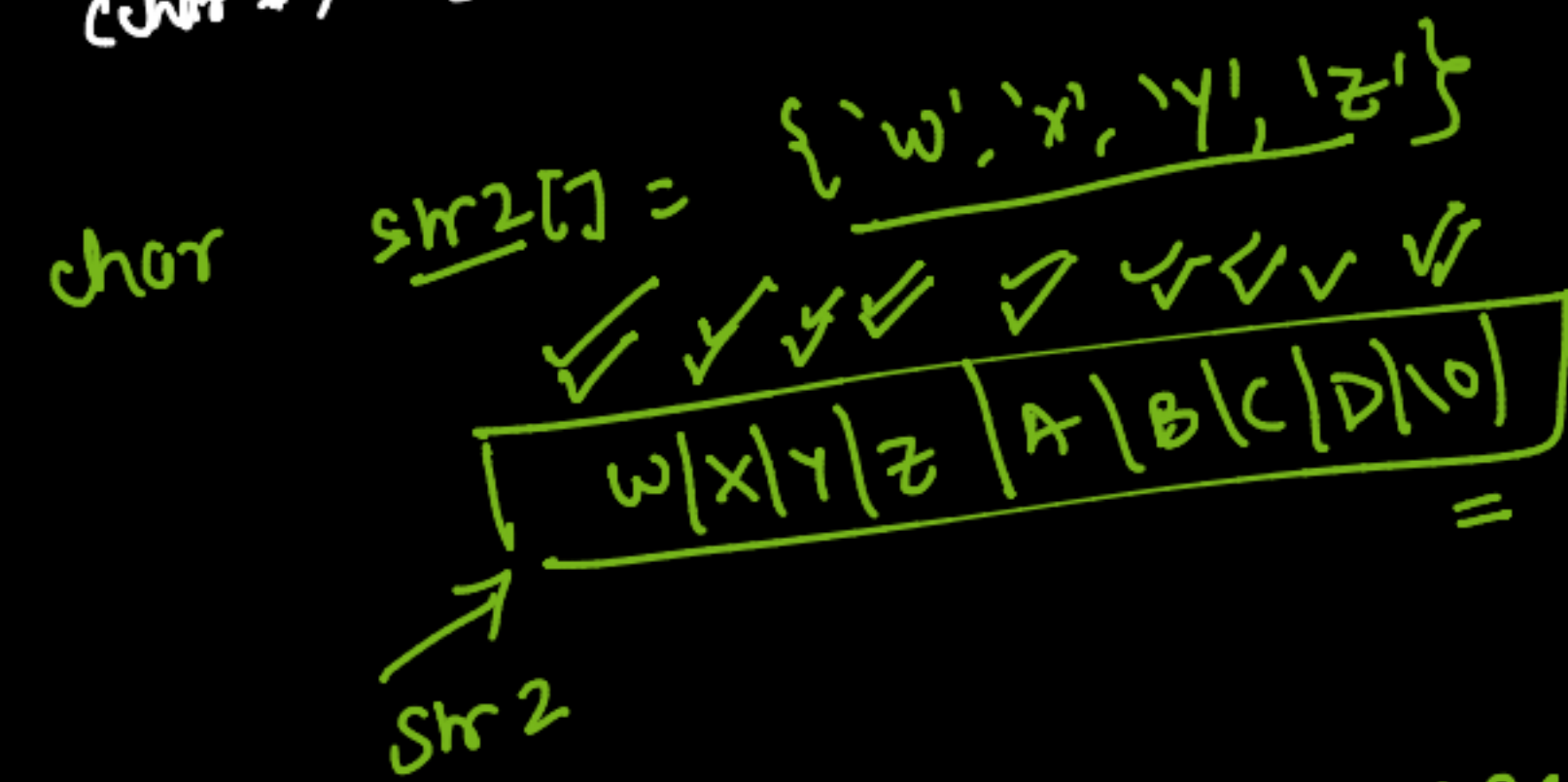
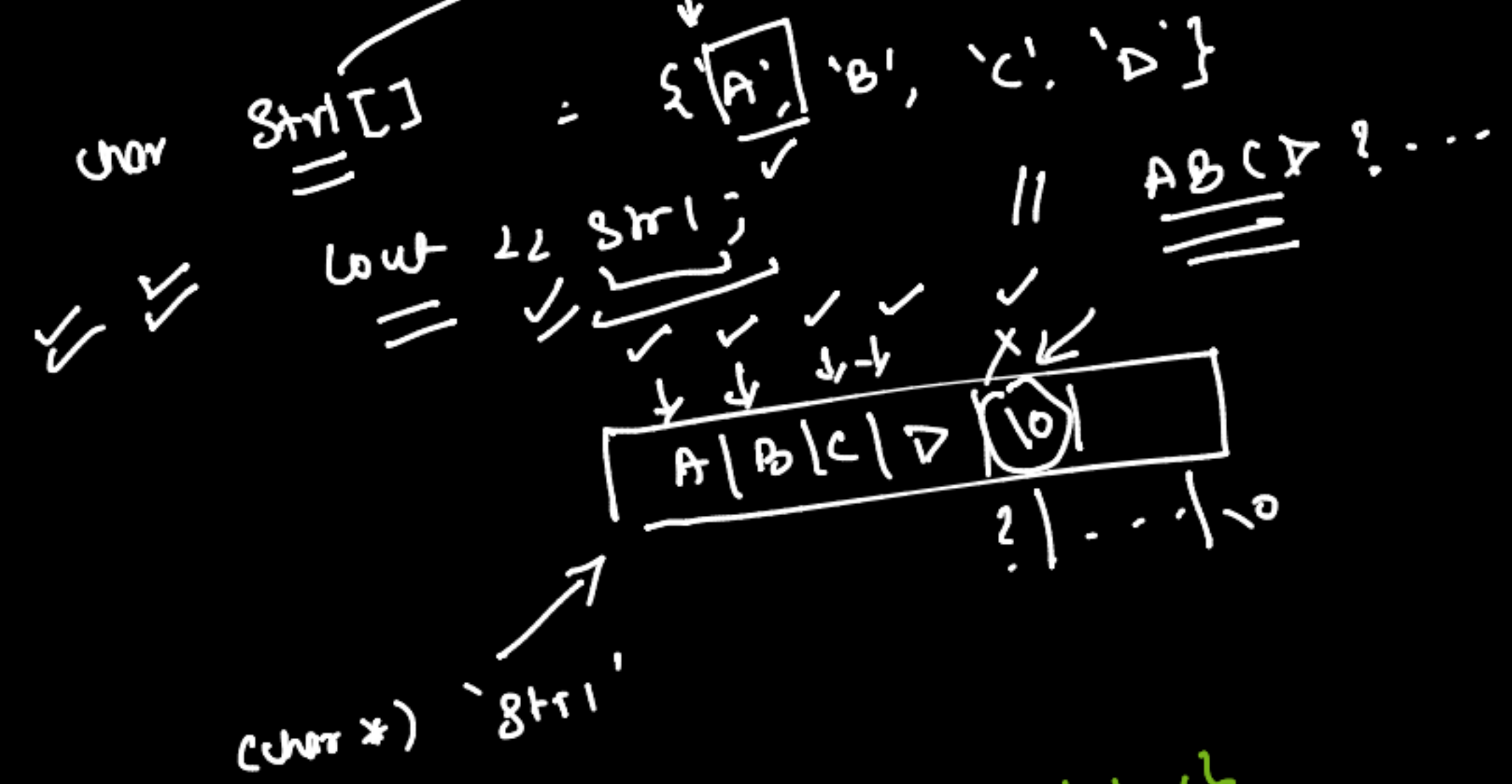
char str[\uparrow] = { \downarrow } ;
size is optional

int a[] = {1, 2, 3} ✓
int a[5] = {1, 2, 3} ✓
int a[5]; ✓

char str[] = {'A', ...} ✓
char str[5] = {'A', ...} ✓
char str[5]; =

Size should be specified implicitly or explicitly.

Why we're getting garbage?

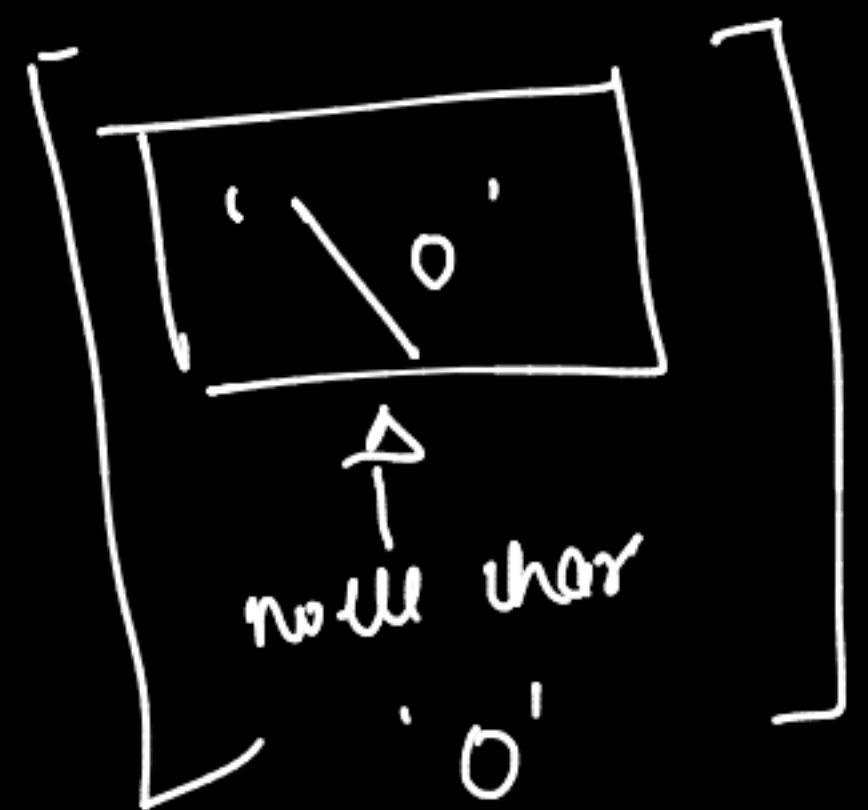


low \ll str2 \parallel wxyz ABCD
garbage

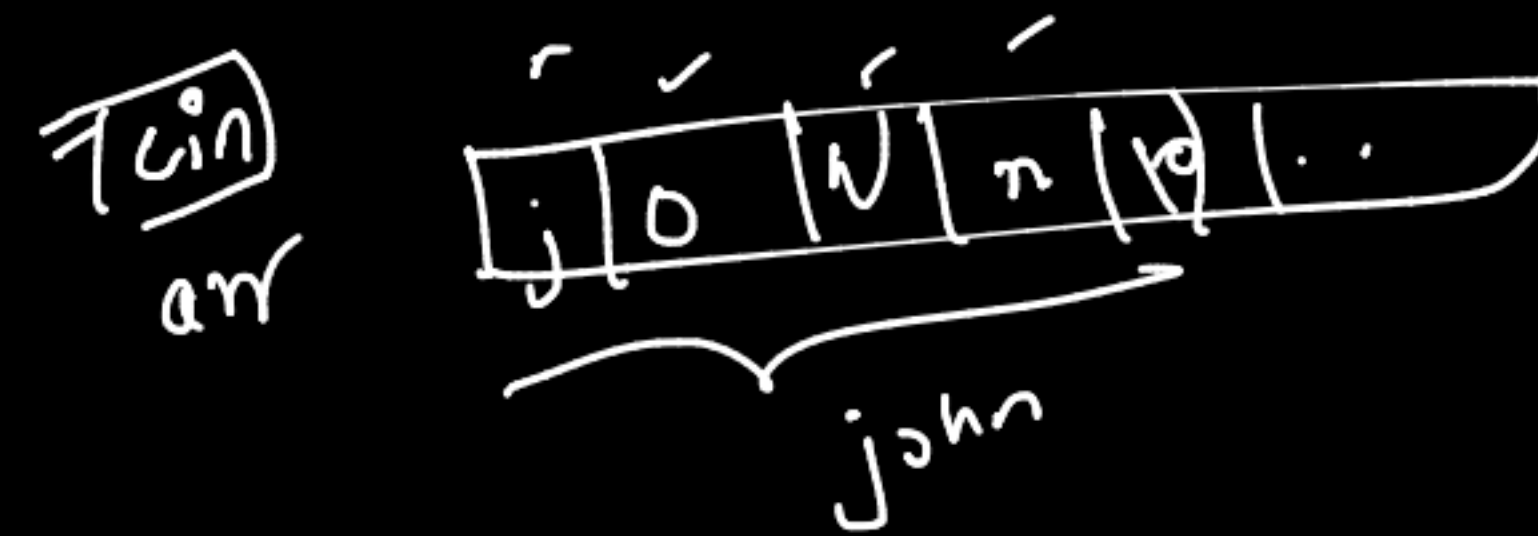
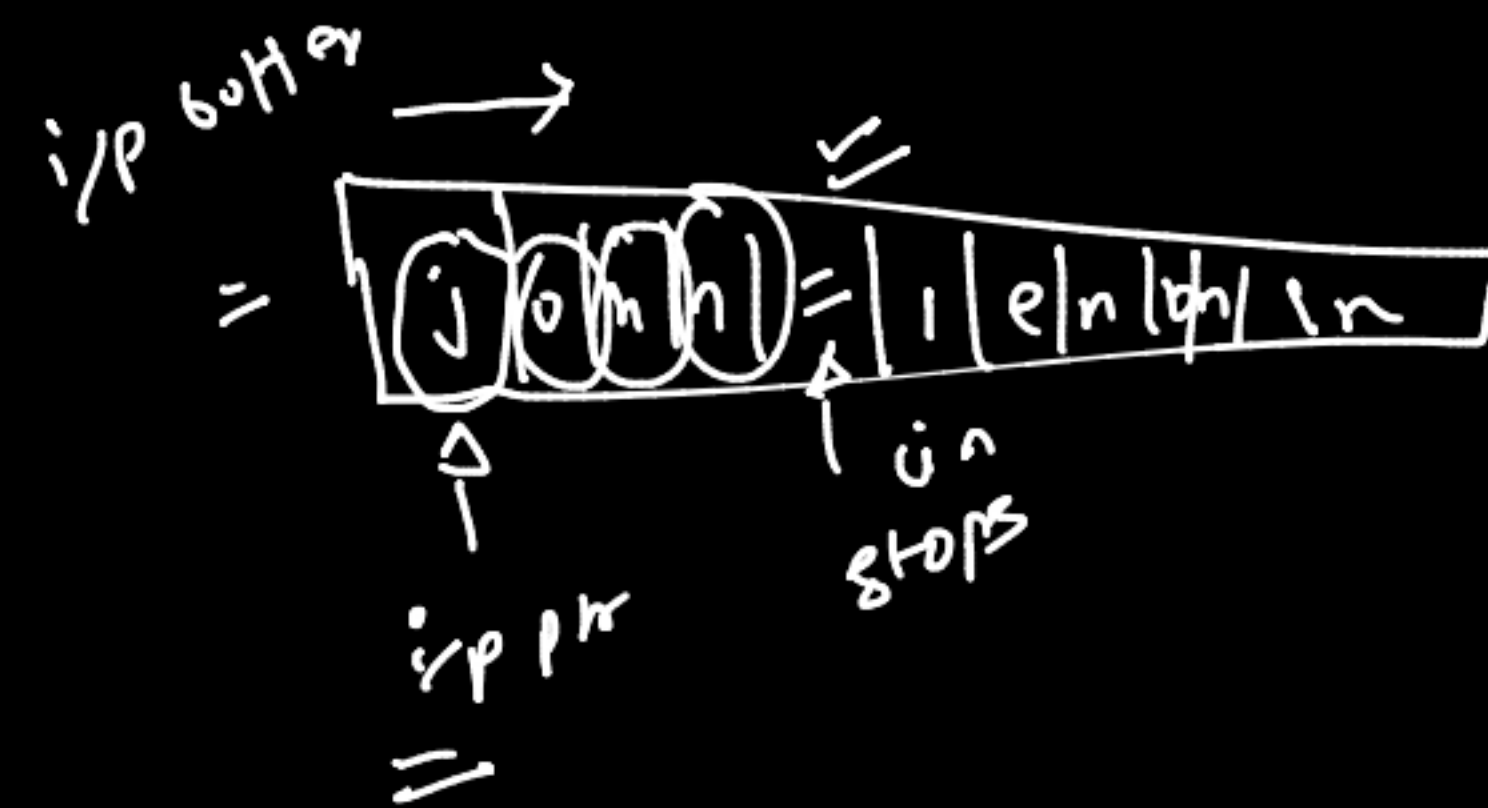
↳ Always terminate your char. array by '\0'.

↳ Char. arrays are used to store

strings \rightarrow a seq. of char. terminated by '\0'



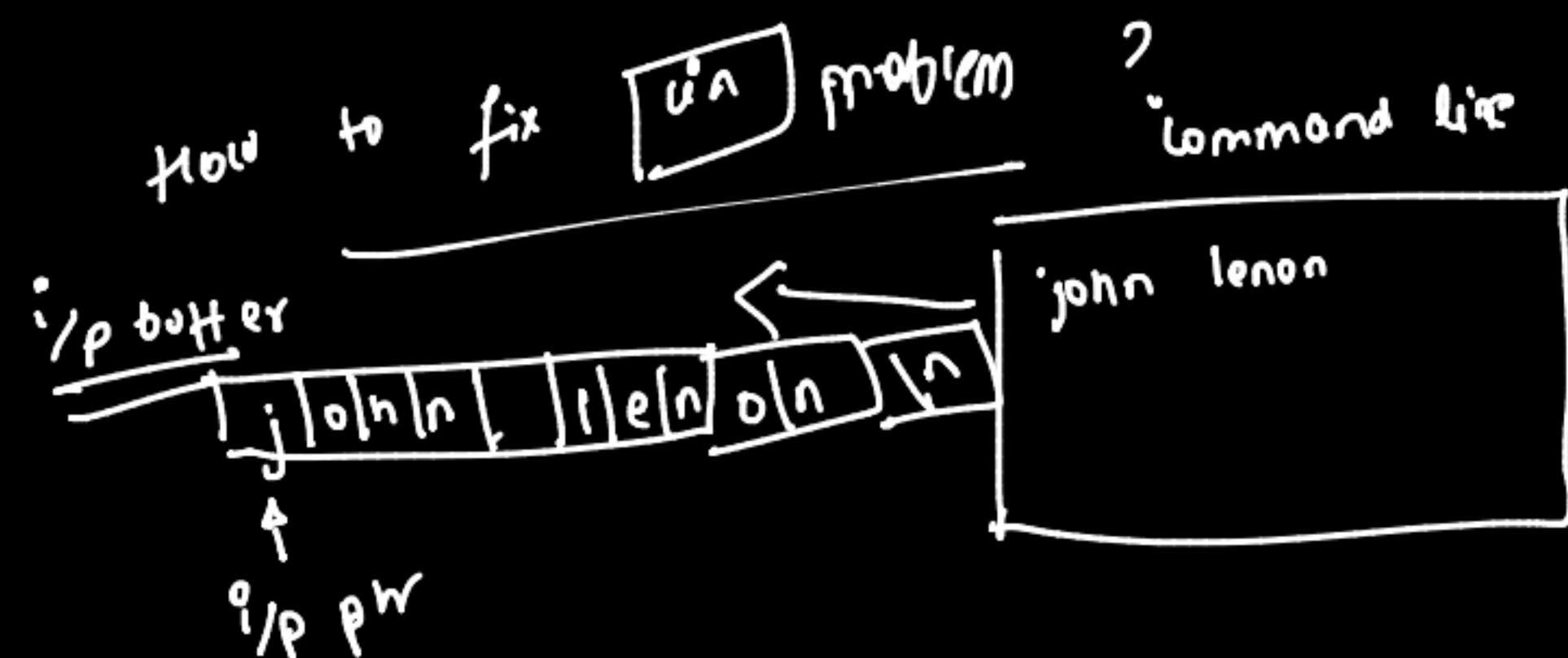
$\text{char str}[] = \text{"abcdefg"}$
 \uparrow
 10 is added automatically
 $\Rightarrow \text{char str}[6] = \text{"abcdefg"}$
 \uparrow
 error
 7



How to read into char arrays from user i/p?
 ✓ $\text{char str}[5];$ size imp.
 $\text{cin} \gg \text{str};$ // directly // abcd
 str $\boxed{a|b|c|d|\backslash 0}$ added automatically

To fix problem, use some other fn
 that doesn't stop at space.

$\Rightarrow \text{cin.get()};$ // to read a single char from i/p buffer



i/p $\begin{bmatrix} 10 \\ \text{hello world} \end{bmatrix} \rightarrow \begin{bmatrix} 10 \\ \text{hello world} \end{bmatrix}$

i/p better $\begin{bmatrix} 10 \\ \text{hello world} \end{bmatrix} \rightarrow \begin{bmatrix} 10 \\ \text{hello world} \end{bmatrix}$

cin.getline

num $\begin{bmatrix} 10 \end{bmatrix}$

cin.getline(str, 50); stop

ln lt . i \rightarrow cin.ignore()

cin $\begin{bmatrix} 10 \\ \text{hello world} \end{bmatrix}$

just
 \leftarrow cin.get()

getline
 $\begin{bmatrix} 10 \\ \text{hello world} \end{bmatrix}$
- hello-world
steps:

10helloworld

palindrome

mom

orora

madam

naman

level

nitin

\Rightarrow odd-length

palindrome; eg:

nitin

\Rightarrow even length

palindrome; eg:

a b b a

n i t i n

a b b a

two letters
not same

str, copy \rightarrow reverse

i > j \Rightarrow stop

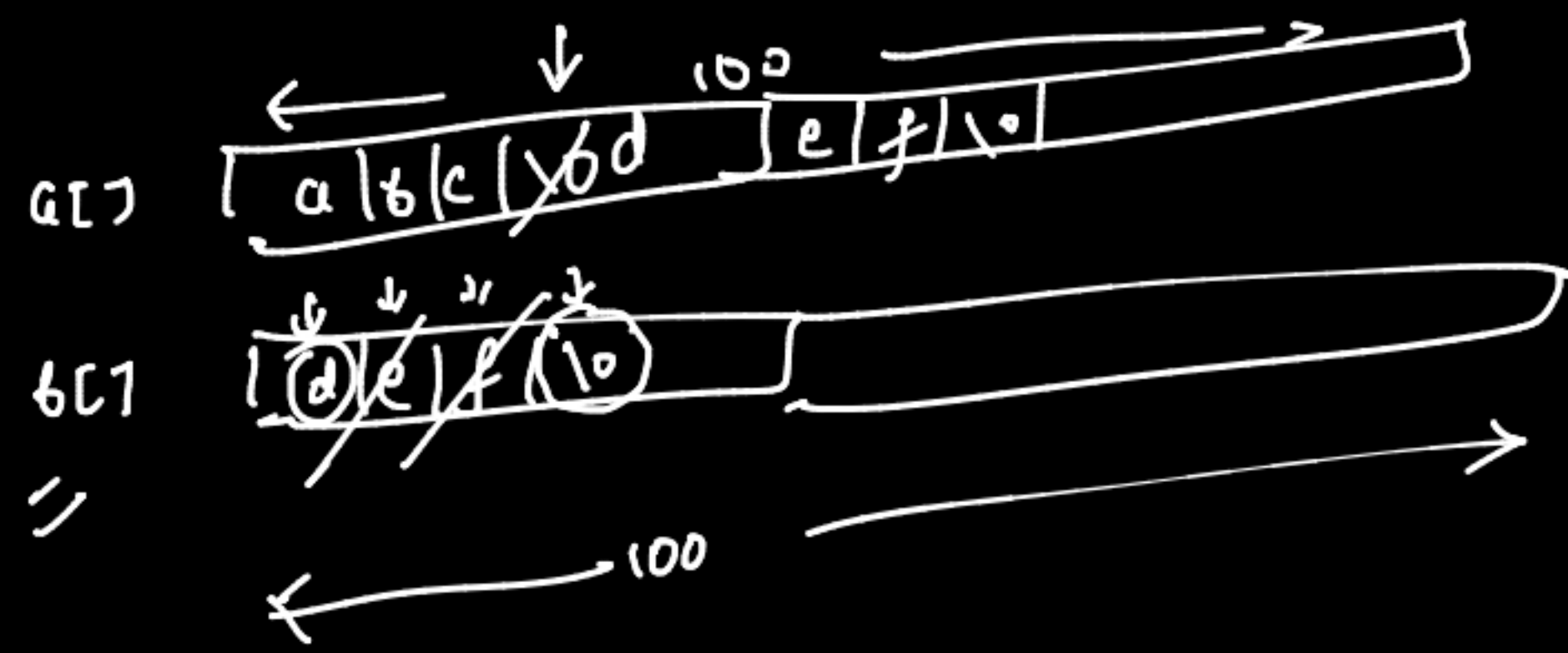
return true

i = j \Rightarrow stop

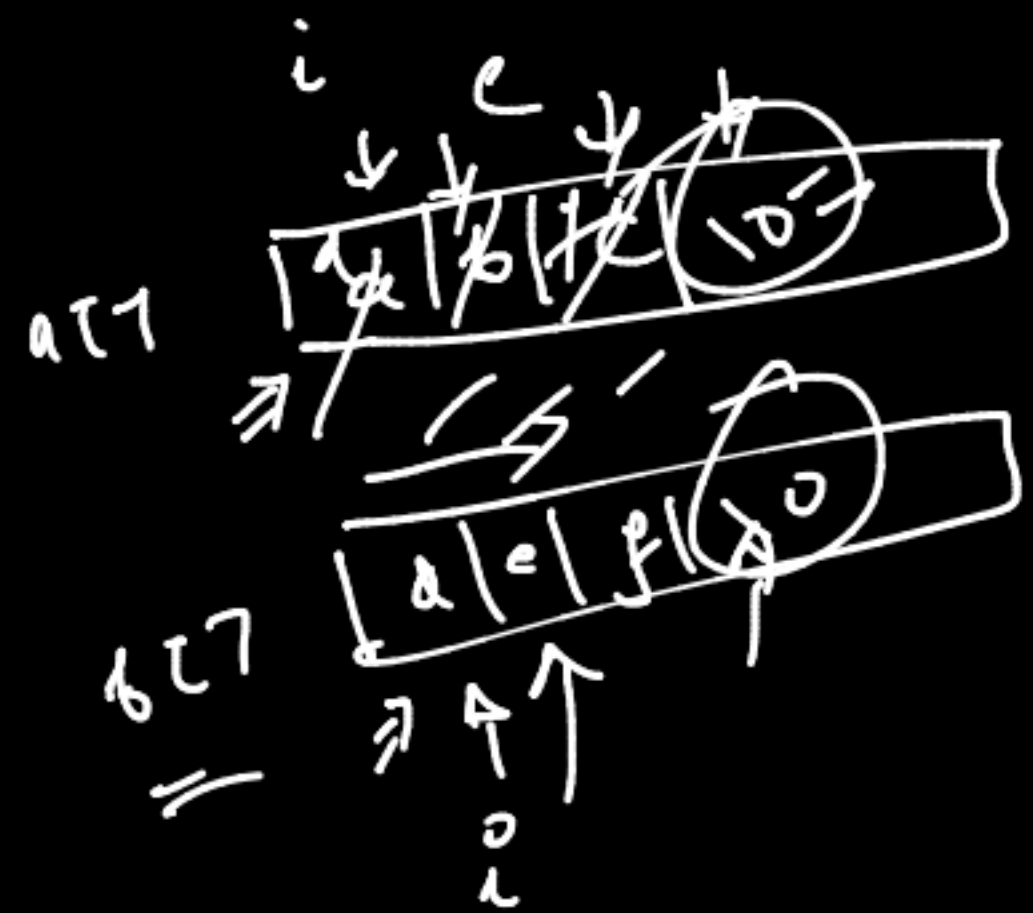
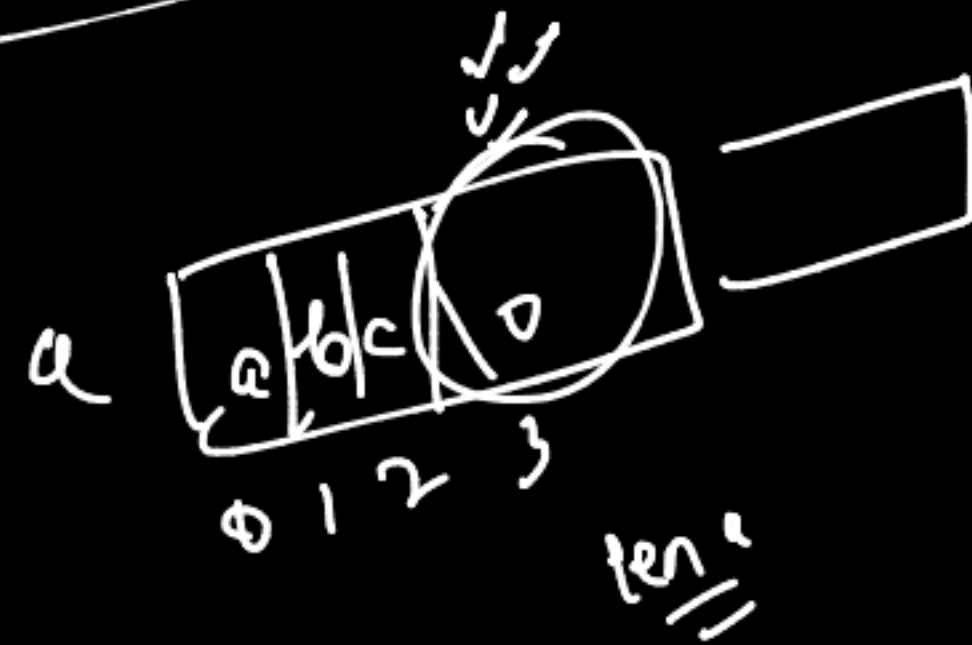
0 1 2 3 4 5
 $\begin{bmatrix} \text{X} & \text{X} & \text{Y} & \text{Y} & \text{X} & \text{X} \end{bmatrix}$
 $\uparrow \quad \uparrow \quad \uparrow \quad \uparrow \quad \uparrow \quad \uparrow$
 $i=0 \quad i=1 \quad i=2 \quad i=3 \quad j=4 \quad j=5$
 $j=2 \quad i=3$
 $j=1 \quad i=4$
 $j=0 \quad i=5$
 $j = l-1 = 5$
 $l=6$

while (i < j) {
if (s[i] != s[j])
return False;
}

\Rightarrow i = j or i > j
return true.



`a[] = "abc def \0"`



`a[] = "abc def \0"`

`len = len`

`a[i] = b[i]`
`i++`

`maxlen = strlen`
`char ans[100];`

`read ans = temp[100]`

`len = strlen`

`len > maxlen`

`maxlen = len`

`strcpy(ans, temp)`

`len < maxlen`

`int (strlen(char array))`



`4 -> # bytes`

`Size-t`
`return unsigned int`

`float a = 5.79`
`int(a) = 5`
`float(a) = 5.79`

lower-case $\Rightarrow 26$ 'a' to 'z'

$a[] = "aabbcccd"$ f

2 2 3 1

\Rightarrow

0	1	2	3	4	5	...	25
1	2	2	3	1	1	0	0

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

"a a b b c c c d"

\Rightarrow [1 2 2 3 1 1 0]

space \rightarrow time
is always wrt to
input size

extra space
freq array \Leftarrow
extra space \Downarrow $O(1)$

$a \rightarrow 0$

b \rightarrow 1

c \rightarrow 2

;

z \rightarrow 25

ch = 'a' \Rightarrow 0

97

'a' - 'a' = 97 - 97
= 0

\Rightarrow

'b' - 'a' = 98 - 97

\Rightarrow

= 1

\Rightarrow 'c' - 'a' = 99 - 97
= 2