*Lecture #4*

*Strings and Structures*

* Strings are array of letters, pointers

Ex;

Print char- Printf(“Hello %c\n”, greet[0]);

Print str -Printf(“Hello %s\n”, greet);

Name a string

Str greet = “Hello”;

Char \*greet = “Hello”;

Char greet[#] = “word”;

String library

Get

STRCPY

* Source string must be longer than destination string, or else string will ignore the difference
* Cannot assign lk this: str = string

Strlen

Returns

Printf(strlen(str))

Strcmp

* Returns if zero is identical
* Case sensitive
* Cant use ==
* Ex:
* Char letter []= “letter”
* Char word []= “letter”
* Word == letter; false, because points to memory addr

**Structures**

* **Field.name**
* **Struct name {**

**Value**

**Value**

**}**

* **Can have struct arrays**
* **Can DO**

**Struct book{**

**} book; (create new variable)**

**Pointers to struct**

**Struct books \*struct\_pointer;**

**c**