# Welcome, PROGRAMMERS



01.

What is NULL character?



## What is

# **NULL?**



#### **NULL Character**



The **NULL** character, often denoted as '\0', is a special character used to mark the **end of a string**.

The NULL character plays a crucial role in strings, which are essentially sequences of characters terminated by the NULL

character.

#### **Predefined String**



char a[5] = {	ʻh',	e,	'l',	<b>'1'</b> ,	603	};
Index / Position	0	1	2	3	4	

			E	lement	S		
Means	char a[5]	h	е	1	1	0	\0
	Index / Position	0	1	2	3	4	

#### **Predefined String**



		Elements						
char a[5] = {	ʻh',	e,	<b>'1'</b> ,	<b>'1'</b> ,	603	};		
Index / Position	0	1	2	3	4			

				E	lement	ts			
Equivalent		char a[5] = {	'h',	ʻе',	'1',	'1',	°0°,	<b>.</b> /0,	};
	•	Index / Position	0	1	2	3	4		

# NULL == (\0)

#### **Insertion Operation**



		Elements					
char a[5] = {	'h',	'e',	'1',	<b>'1'</b> ,	603	NULL	};
Index / Position	0	1	2	3	4		

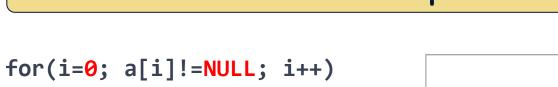




		Elements					
char a[5] = {	'h',	e,	'1',	'1',	°0°,	٠/٥,	};
Index / Position	0	1	2	3	4		

#### **Iteration Operation**





		El	emen	ts		
char a[5]	h	е	1	1	0	
Index / Position	0	1	2	3	4	

}	<pre>printf("%c ", a[i]);</pre>	

Equivalent

for(i=0; a[i]!='\0'; i++)
{
 printf("%c ", a[i]);
}

02.

What are Built-in String Functions?



What are
Built-in String
Functions?



#### Built-in string functions



In C language, there is **no built-in string data type**, but strings are typically represented as arrays of characters.

**To manipulate strings**, developers commonly use a set of standard library functions provided in the **<string.h>** 

header file.

### **Built-in String Functions**



#### Commonly used Built-in String Functions:

Functions	Description
□ strlen	Returns the length of a string.
strupr	Returns the uppercase version of a string.
strlwr	Returns the lowercase version of a string.
strcpy	Assign a string value to a variable.

Functions	<b>Description</b> °
strrev	Returns the reverse string of a string.
strcat	Concatenate two strings.
strcmp	Compares to strings and return an integer value.

Let's see each **functions** in detail with examples...

# strlen()



Returns the length of a string.

```
int length = strlen("hello");
printf("%d", length);
```

#### Output: 5

#### strupr()



Returns the uppercase version of a string.

```
char str[5] = strupr("hello");
printf("%s", str);
```

#### **Output: HELLO**

#### strlwr()



Returns the lowercase version of a string.

```
char str[10] = strlwr("Hi C Lang");
printf("%s", str);
```

#### Output: hi c lang

#### strcpy()



Assign a string value to a variable.

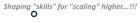
```
char str[100];
str = "hello";
```

char str[100]; strcpy(str, "hello");























































































#### strrev()



Returns the reverse string of a string.

```
char str[5] = strrev("hello");
printf("%s", str);
```

#### Output: olleh

#### strcat()



Concatenate two strings.

```
char str[10] = strcat("hello", "world");
printf("%s", str);
```

#### Output: helloworld

#### strcmp()



Compares to strings and return an integer value.

#### Note:

- It returns **0**, if both string are exactly same.
- It returns 1, if first compared string's letter is greater (in ASCII value) then second
- compared string.
   It returns -1, if first compared string's letter is lesser (in ASCII value) then second compared string.

```
int val = strcmp("apple", "apple");
printf("%d", val);
```

#### Output: 0



# Language

Let's start now...



0

