#### Einführung in C - Introduction to C

#### 3. Arrays and strings

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An **Array** is an ordered list of variables of the same (arbitrary) type.

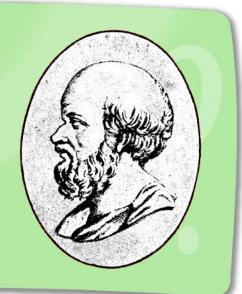
- The array size, i.e. the number of elements, is part of the definition and remains fixed.
- Variables are accessed via the index (an integer number, first element has index 0).
  No index checking is done by compiler or at runtime!
- The array size has to be a constant (C90), or can also be a variable (C99), in C11 it depends on the compiler (it's optional) (→ alternative: dynamic memory allocation → later)
- Array elements can be initialized in the declaration providing a list of values, the array size can be omitted and is calculated automatically. There is no default initialization.

```
int a[100];
char text[1000];
unsigned int lotto[]= { 2, 5, 17, 36, 40, 7 };
for(int i=0; i<100; i++)
    a[i]=0;</pre>
```

### **Sieve of Eratosthenes**



eratosthenes.c



## **Strings**

#### **Definition**

**Strings are Arrays of characters.** In (standard) C there is no special datatype for strings.

- The end of the string is marked with the char value 0.
- Strings can be initialized with a given string in quotes. The string length can then be determined automatically.
- There are standard functions for frequently used string operations, such as String length (strlen), string comparison (strcmp), string concatenation (strcat).

```
char text_buffer[1000];
char hello[200] = "Hello";
char name[100] = "No name entered";
```

# String shuffle



string\_shuffle.c

# String comparison



string\_comparison.c

### "Devowelizer"



devowelizer.c

## Multidimensional arrays



Multidimensional arrays in C are realized as arrays of arrays.

- All elements in the multidimensional array are of the same type.
- Initialization can be done with nested curly brackets.
- Elements are accessed via their indices, e.g. a[i][j];

```
float matrix[3][3];
char names[5][100]; // 5 Names with max. 100 chars.
int numbers[2][3] = {{ 3, 7, 9 }, { 2, 9, 7 }};
int big[10][10][10];
```

How many elements do these arrays have?

# 2D-arrays: Matrices



matrices.c

## String arrays: Bullshit generator



bullshit\_generator.c