

CPROGRAMING

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Type qualifier – const

- const keyword inform compiler that the variable is not intended to be modified.
- Compiler do not allow using any operator on the variable which may modify it e.g. ++, --, =, +=, -=, etc.

 Note that const variables may be modified indirectly using pointers.
Compiler only check source code (and do not monitor runtime execution).



Constant pointers

- int a = 10;
- const int *ptr = &a;
- int const *ptr = &a;
- int * const ptr = &a;
- int * ptr const = &a;
- const int * const ptr = &a;
- const int * const ptr = &a;



String

- String is character array terminated with '\0' character.
 - '\0' is character with ASCII value = 0.
- Example:
 char arr[5] = "abcde";
 int j;
 for(j=0; j<5; j++)
- String input/output
 - char str[20];
 - scanf("%s",str); /*Input*/
 - printf("%s",str); /*Output*/

printf("%c",arr[j]);

- gets(str); /*Input*/
- puts(str); /*Output*/
- scanf("%[^\n]", str); // scan whole line



String functions

- C library have many string functions.
- They are declared in string.h
 - strlen() size_t strlen(const char *s);
 - strcpy() char* strcpy(char *dest, const char *src);
 - strcat() char* strcat(char *dest, const char *src);
 - strcmp() int strcmp(const char *s1, const char *s2);
 - strchr() char* strcat(const char *s, int ch);
 - strstr() char* strstr(const char *s1, const char *s2);
 - strrev() char* strrev(char *s);





Thank you!

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