

Agenda

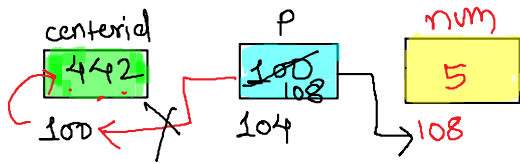
Qualifier - const

Basics of String

String library functions

`int *p = ¢erid`

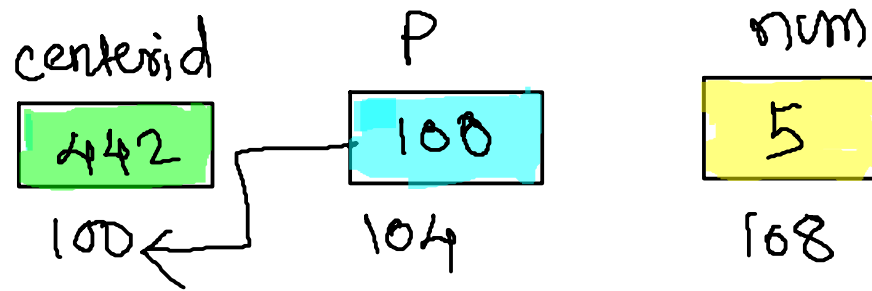
`const int *p = ¢erid;`

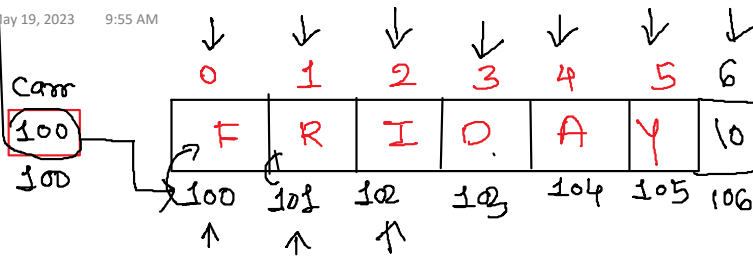


`p = #`

`*p` is constant

if `p` is pointing to `centerid`
 then green block is constant via `p`
 if `p` is pointing `num` now value at `p`
 nothing but yellow block is const



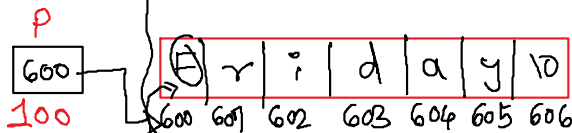


```

int i=0;
while(carr[i] != NULL)
{
    printf("%c", carr[i]);
    i++;
}
    
```

FRIDAY

char *p = "Friday" — Handcoded Value → String literal constant



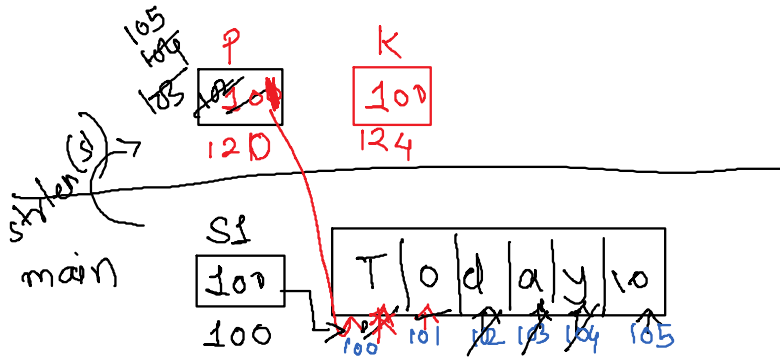
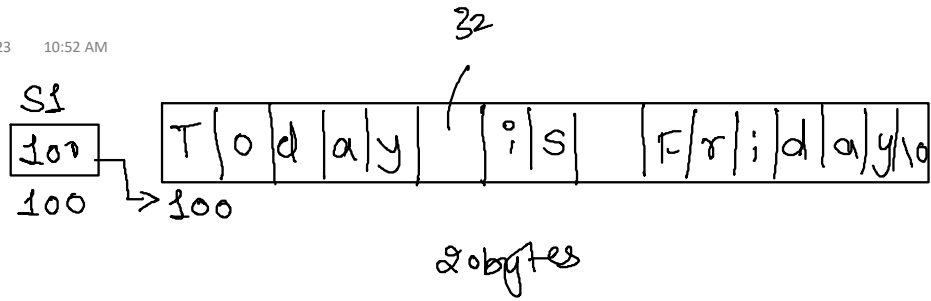
4 bytes
stack.

7 bytes
Data Section - R.O - Read Only.

```

int main()
{
    char *p = "Friday";
    printf("size= %u \n", sizeof(p));
    printf("p=%u &p=%u p=%s\n", p, &p, p);
}
    
```

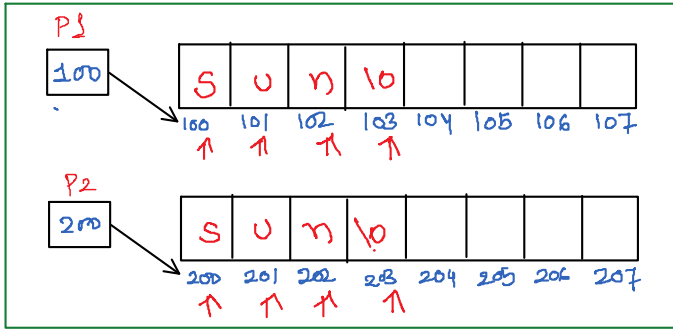
*p = 'f';



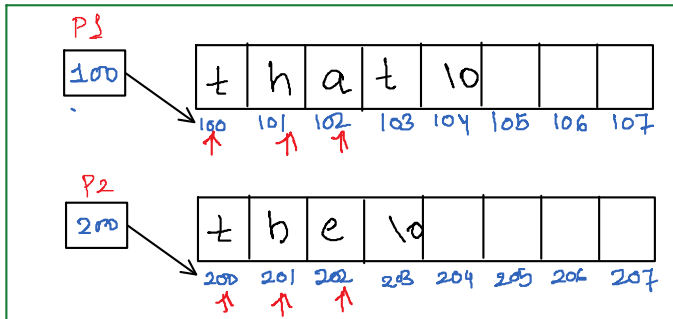
```
size_t strlen(const char *p)
{
    char *k = p;
    while(*p != NULL)
    {
        p++;
    }
    return p - k;
}
```

Handwritten notes:
 'T' != NULL 'o' != NULL
 'd' != NULL
 'a' != NULL
 'y' != NULL
 '\0' == NULL
 105 - 100
 char add
 char add

Handwritten calculations:
 p = p + 1 100 + 1 = 101
 p = p + 1 101 + 1 = 102
 p = p + 1 102 + 1 = 103



```
int mystrcmp(const char *p1, const char *p2)
{
    while(*p1 != NULL && *p2 != NULL)
    {
        if(*p1 != *p2)
            break;
        p1++;
        p2++;
    }
    return *p1 - *p2; // 'o' - 'o' = 0 - 0 = 0
}
```



— Ascii value difference

