

C Programming - Deck 16

Pointers and Strings

Prof. Jyotiprakash Mishra
mail@jyotiprakash.org

Strings and Pointers

- String is an array of characters ending with null terminator
- Character array: `char str[10] = "Hello";`
- String pointer: `char *ptr = "Hello";`
- Array stores string in modifiable memory
- Pointer to string literal points to read-only memory
- String name is a pointer to first character
- Pointer arithmetic works with strings
- Understanding this is crucial for string manipulation

Program 1: String Pointer vs Character Array

```
1 #include <stdio.h>
2 int main() {
3     char arr[] = "Hello";
4     char *ptr = "World";
5     printf("Array: %s\n", arr);
6     printf("Pointer: %s\n", ptr);
7     arr[0] = 'h';
8     printf("Modified array: %s\n", arr);
9     printf("arr address: %p\n", (void*)arr);  Array is modifiable, pointer to literal is not
10    printf("ptr address: %p\n", (void*)ptr);
11    return 0;
12 }
```

Output:

```
Array: Hello
Pointer: World
Modified array: hello
arr address: 0x7ffeeb3c4a10
ptr address: 0x10a8e4f28
```

Program 2: Traversing String with Pointer

```
1 #include <stdio.h>
2 int main() {
3     char str[] = "Hello";
4     char *ptr = str;
5     printf("Characters:\n");
6     while (*ptr != '\0') {
7         printf("%c ", *ptr);
8         ptr++;
9     }
10    printf("\n");
11    return 0;
12 }
```

Output:

Characters:
H e l l o

Moving pointer through string

Program 3: String Length Using Pointer

```
1 #include <stdio.h>
2 int main() {
3     char str[] = "Programming";
4     char *ptr = str;
5     int length = 0;
6     while (*ptr != '\0') {
7         length++;
8         ptr++;
9     }
10    printf("Length of '%s': %d\n", str, length);
11    return 0;
12 }
```

Output:

```
Length of 'Programming': 11
```

Counting characters until null

Program 4: String Copy Using Pointers

```
1 #include <stdio.h>
2 int main() {
3     char src[] = "Hello";
4     char dest[20];
5     char *ps = src;
6     char *pd = dest;
7     while (*ps != '\0') {
8         *pd = *ps;
9         ps++;
10        pd++;
11    }
12    *pd = '\0';
13    printf("Source: %s\n", src);
14    printf("Destination: %s\n", dest);
15    return 0;
16 }
```

Output:

```
Source: Hello
Destination: Hello
```

Manual string copy with pointers

Program 5: String Concatenation Using Pointers

```
1 #include <stdio.h>
2 int main() {
3     char dest[20] = "Hello";
4     char src[] = " World";
5     char *pd = dest;
6     char *ps = src;
7     while (*pd != '\0') pd++;
8     while (*ps != '\0') {
9         *pd = *ps;
10        pd++;
11        ps++;
12    }
13    *pd = '\0';
14    printf("Result: %s\n", dest);
15    return 0;
16 }
```

Output:

Result: Hello World

Appending one string to another

Program 6: String Comparison Using Pointers

```
1 #include <stdio.h>
2 int main() {
3     char str1[] = "Hello";
4     char str2[] = "Hello";
5     char *p1 = str1;
6     char *p2 = str2;
7     while (*p1 != '\0' && *p2 != '\0') {
8         if (*p1 != *p2) break;
9         p1++;
10        p2++;
11    }
12    if (*p1 == *p2) {
13        printf("Strings are equal\n");
14    } else {
15        printf("Strings are not equal\n");
16    }
17    return 0;
18 }
```

Output:

Strings are equal

Character-by-character comparison

Program 7: Reverse String Using Pointers

```
1 #include <stdio.h>
2 int main() {
3     char str[] = "Hello";
4     char *left = str;
5     char *right = str;
6     char temp;
7     while (*right != '\0') right++;
8     right--;
9     while (left < right) {
10         temp = *left;
11         *left = *right;
12         *right = temp;
13         left++;
14         right--;
15     }
16     printf("Reversed: %s\n", str);
17     return 0;
18 }
```

Output:

Reversed: olleH

Two-pointer approach for reversal

Program 8: Count Vowels Using Pointer

```
1 #include <stdio.h>
2 int main() {
3     char str[] = "Programming";
4     char *ptr = str;
5     int count = 0;
6     while (*ptr != '\0') {
7         char ch = *ptr;
8         if (ch=='a' || ch=='e' || ch=='i' ||
9             ch=='o' || ch=='u' || ch=='A' ||
10            ch=='E' || ch=='I' || ch=='O' ||
11            ch=='U') {
12             count++;
13         }
14         ptr++;
15     }
16     printf("Vowels in '%s': %d\n", str, count);
17     return 0;
18 }
```

Output:

Vowels in 'Programming': 3

Checking each character for vowel

Program 9: Convert to Uppercase Using Pointer

```
1 #include <stdio.h>
2 int main() {
3     char str[] = "hello world";
4     char *ptr = str;
5     printf("Before: %s\n", str);
6     while (*ptr != '\0') {
7         if (*ptr >= 'a' && *ptr <= 'z') {
8             *ptr = *ptr - 32;
9         }
10        ptr++;
11    }
12    printf("After: %s\n", str);
13    return 0;
14 }
```

Output:

```
Before: hello world
After: HELLO WORLD
```

Converting lowercase to uppercase

Array of String Pointers

- Array where each element points to a string
- Syntax: `char *arr[5];`
- Each pointer can point to different string literals
- Useful for managing multiple strings
- Common for command-line arguments: `char *argv[]`
- Strings can have different lengths
- Memory efficient for read-only strings
- Example: `char *days[] = {"Mon", "Tue", "Wed"};`

Program 10: Array of String Pointers

```
1 #include <stdio.h>
2 int main() {
3     char *fruits[5] = {
4         "Apple",
5         "Banana",
6         "Cherry",
7         "Date",
8         "Elderberry"
9     };
10    int i;
11    printf("Fruits:\n");
12    for (i = 0; i < 5; i++) {
13        printf("%d. %s\n", i+1, fruits[i]);
14    }
15    return 0;
16 }
```

Output:

```
Fruits:
1. Apple
2. Banana
3. Cherry
4. Date
5. Elderberry
```

Each pointer points to a string literal

Program 11: Printing Strings with Pointers

```
1 #include <stdio.h>
2 int main() {
3     char *days[] = {
4         "Monday",
5         "Tuesday",
6         "Wednesday",
7         "Thursday",
8         "Friday"
9     };
10    char **ptr = days;
11    int i;
12    for (i = 0; i < 5; i++) {
13        printf("%s\n", *(ptr + i));
14    }
15    return 0;
16 }
```

Output:

```
Monday
Tuesday
Wednesday
Thursday
Friday
```

Pointer to pointer for string array

Program 12: Find Longest String

Output:

```
1 #include <stdio.h>
2 int main() {
3     char *words[] = {"Hi", "Hello", "Hey", "Greetings"};
4     int i, len, maxLen = 0;
5     int maxIndex = 0;
6     char *ptr;
7     for (i = 0; i < 4; i++) {
8         len = 0;
9         ptr = words[i];
10        while (*ptr != '\0') {
11            len++;
12            ptr++;
13        }
14        if (len > maxLen) {
15            maxLen = len;
16            maxIndex = i;
17        }
18    }
19    printf("Longest: %s (%d)\n",
20           words[maxIndex], maxLen);
21    return 0;
22 }
```

```
Longest: Greetings (9)
Finding longest string in array
```

Program 13: Search String in Array

Output:

```
1 #include <stdio.h>
2 int main() {
3     char *colors[] = {"Red", "Green", "Blue", "Yellow"};
4     char *search = "Blue";
5     int found = 0;
6     int i;
7     char *p1, *p2;
8     for (i = 0; i < 4; i++) {
9         p1 = colors[i];
10        p2 = search;
11        while (*p1 && *p2 && *p1 == *p2) {
12            p1++;
13            p2++;
14        }
15        if (*p1 == *p2) {
16            printf("Found '%s' at index %d\n", search, i);
17            found = 1;
18            break;
19        }
20    }
21    if (!found) printf("Not found\n");
22    return 0;
23 }
```

Searching for specific string

Program 14: Count Total Characters in String Array

```
1 #include <stdio.h>
2 int main() {
3     char *words[] = {"C", "is", "powerful"};
4     int total = 0;
5     int i;
6     char *ptr;
7     for (i = 0; i < 3; i++) {
8         ptr = words[i];
9         while (*ptr != '\0') {
10             total++;
11             ptr++;
12         }
13     }
14     printf("Total characters: %d\n", total);
15     return 0;
16 }
```

Output:

```
Total characters: 12
Summing lengths of all strings
```

Program 15: Pointer Arithmetic with Strings

```
1 #include <stdio.h>
2 int main() {
3     char str[] = "Hello World";
4     char *ptr = str;
5     printf("Full string: %s\n", ptr);
6     printf("From index 6: %s\n", ptr + 6);
7     printf("Character at 0: %c\n", *ptr);
8     printf("Character at 4: %c\n", *(ptr + 4));
9     printf("Third char: %c\n", ptr[2]);           Using pointer arithmetic on strings
10    return 0;
11 }
```

Output:

```
Full string: Hello World
From index 6: World
Character at 0: H
Character at 4: o
Third char: l
```

Program 16: Remove Spaces Using Pointer

```
1 #include <stdio.h>
2 int main() {
3     char str[] = "H e l l o";
4     char *pr = str;
5     char *pw = str;
6     while (*pr != '\0') {
7         if (*pr != ' ') {
8             *pw = *pr;
9             pw++;
10        }
11        pr++;
12    }
13    *pw = '\0';
14    printf("Result: %s\n", str);
15    return 0;
16 }
```

Output:

Result: Hello

Two pointers: read and write

Program 17: Check Palindrome Using Pointers

```
1 #include <stdio.h>
2 int main() {
3     char str[] = "madam";
4     char *left = str;
5     char *right = str;
6     int isPal = 1;
7     while (*right != '\0') right++;
8     right--;
9     while (left < right) {
10         if (*left != *right) {
11             isPal = 0;
12             break;
13         }
14         left++;
15         right--;
16     }
17     if (isPal) printf("%s is palindrome\n", str);
18     else printf("%s is not palindrome\n", str);
19     return 0;
20 }
```

Output:

```
'madam' is palindrome
```

Checking from both ends

Program 18: Count Words Using Pointer

```
1 #include <stdio.h>
2 int main() {
3     char str[] = "Hello World from C";
4     char *ptr = str;
5     int words = 0;
6     int inWord = 0;
7     while (*ptr != '\0') {
8         if (*ptr == ' ') {
9             inWord = 0;
10        } else if (inWord == 0) {
11            inWord = 1;
12            words++;
13        }
14        ptr++;
15    }
16    printf("Word count: %d\n", words);
17    return 0;
18 }
```

Output:

Word count: 4

Counting words separated by spaces

Program 19: Find Character in String

```
1 #include <stdio.h>
2 int main() {
3     char str[] = "Programming";
4     char ch = 'g';
5     char *ptr = str;
6     int pos = -1;
7     int i = 0;
8     while (*ptr != '\0') {
9         if (*ptr == ch) {
10             pos = i;
11             break;
12         }
13         ptr++;
14         i++;
15     }
16     if (pos != -1) {
17         printf("%c found at position %d\n", ch, pos);
18     } else {
19         printf("%c not found\n", ch);
20     }
21     return 0;
22 }
```

Output:

'g' found at position 3

Finding first occurrence of character

Program 20: Replace Character Using Pointer

```
1 #include <stdio.h>
2 int main() {
3     char str[] = "Hello World";
4     char *ptr = str;
5     char oldCh = 'o';
6     char newCh = '*';
7     int count = 0;
8     printf("Before: %s\n", str);
9     while (*ptr != '\0') {
10         if (*ptr == oldCh) {
11             *ptr = newCh;
12             count++;
13         }
14         ptr++;
15     }
16     printf("After: %s\n", str);
17     printf("Replacements: %d\n", count);
18     return 0;
19 }
```

Output:

```
Before: Hello World
After: Hell* W*rld
Replacements: 2
```

Replacing all occurrences

Key Takeaways

- String is a character array with null terminator
- String literal creates pointer to read-only memory
- Character array is modifiable, string literal is not
- Pointer arithmetic works naturally with strings
- Array of string pointers: `char *arr[]`
- Pointers simplify string manipulation operations
- Two-pointer technique useful for many operations
- Always ensure null terminator when modifying strings
- Understanding pointers with strings is essential for C