

C Programming - Deck 16

Pointers and Strings

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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);
10    printf("ptr address: %p\n", (void*)ptr);
11    return 0;
12 }
```

Array is modifiable, pointer to literal is not

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 }
```

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 }
```

Found 'Blue' at index 2

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]);
10    return 0;
11 }
```

Output:

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

Using pointer arithmetic on strings

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

Output:

'madam' is palindrome

Checking from both ends

```
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 }
```

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