Strings

S____s - Fill in the blanks please ;)





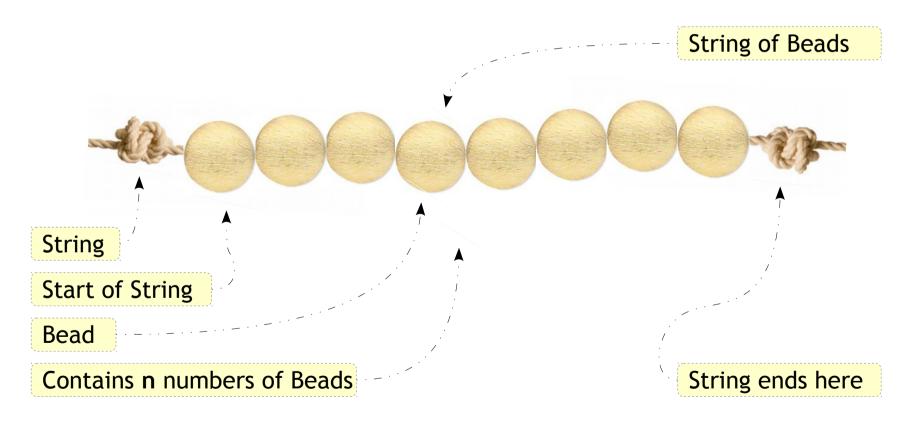


Advanced C Strings



A set of things tied or threaded together on a thin cord

Source: Google





Advanced C Strings



- Contiguous sequence of characters
- Stores printable ASCII characters and its extensions
- End of the string is marked with a special character, the null character '\0'
- '\0' is implicit in strings enclosed with ""
- Example

"You know, now this is what a string is!"



Advanced C Strings



- Constant string
 - Also known as string literal
 - Such strings are read only
 - Usually, stored in read only (code or text segment) area
 - String literals are shared
- Modifiable String
 - Strings that can be modified at run time
 - Usually, such strings are stored in modifiable memory area (data segment, stack or heap)
 - Such strings are not shared



Strings - Initialization

```
char char_array[5] = {'H', 'E', 'L', 'L', 'O'}; <- Character Array</pre>
char str1[6] = {'H', 'E', 'L', 'L', 'O', '\0'}; <- String
char str2[] = {'H', 'E', 'L', 'L', 'O', '\0'}; <- Valid
                                                            Invalid
char str3[6] = {^{\text{"H"}}, ^{\text{"E"}}, ^{\text{"L"}}, ^{\text{"O"}};
char str4[6] = {^{\text{"H" "E" "L" "L" "O"}};
                                                            Valid
                                                            Valid
char str5[6] = {"HELLO"};

    Valid

char str6[6] = "HELLO";
                                                        Valid
char str7[] = "HELLO";
char *str8 = "HELLO";

    ✓ - Valid
```

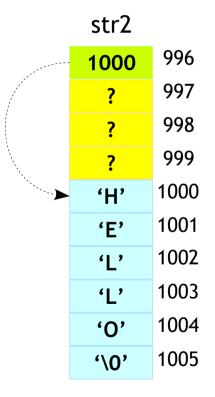


Strings - Memory Allocation

Example

```
char str1[] = {'H', 'E', 'L', 'L', 'O', '\0'};
char *str2 = "Hello";
```

str1	
'H'	1000
'E'	1001
'L'	1002
'L'	1003
'O'	1004
'\0'	1005





Strings - Size

002_example.c

```
#include <stdio.h>
int main()
{
    char char_array_1[5] = {'H', 'E', 'L', 'L', 'O'};
    char char_array_2[] = "Hello";

    sizeof(char_array_1);
    sizeof(char_array_2);

    return 0;
}
```

The size of the array is calculated so,

5, 6

003_example.c

```
int main()
{
    char *str = "Hello";
    sizeof(str);
    return 0;
}
```

The size of pointer is always constant so, 4 (32 Bit Sys)



Strings - Size

```
#include <stdio.h>
int main()
{
    if (sizeof("Hello" "World") == sizeof("Hello") + sizeof("World"))
    {
        printf("WoW\n");
    }
    else
    {
        printf("HuH\n");
    }
    return 0;
}
```



Strings - Manipulations

005_example.c

```
#include <stdio.h>
int main()
    char str1[6] = "Hello";
    char str2[6];
    str2 = "World";
    char *str3 = "Hello";
    char *str4;
    str4 = "World";
    str1[0] = 'h';
    str3[0] = 'w';
    printf("%s\n", srt1);
    printf("%s\n", srt2);
    return 0;
```

Not possible to assign a string to a array since its a constant pointer

Possible to assign a string to a pointer since its variable

Valid. str1 contains "hello"

Invalid. str3 might be stored in read only section.
Undefined behaviour



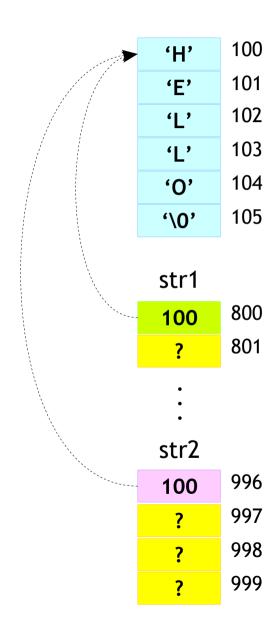
Strings - Sharing

```
#include <stdio.h>
int main()
   char *str1 = "Hello";
   char *str2 = "Hello";
   if (str1 == str2)
       printf("Hoo. They share same space\n");
   else
       printf("No. They are in different space\n");
   return 0;
```



Advanced C Strings - Sharing







Strings - Empty String

```
#include <stdio.h>
#include <string.h>

int main()
{
    char *str = "";
    int ret;

    ret = strlen(str);
    printf("%d\n", ret);

    return 0;
}
```



Strings - Passing to Function

```
#include <stdio.h>
void print(const char *str)
   while (*str)
       putchar(*str++);
int main()
   char *str = "Hello World";
   print(str);
   return 0;
```



Strings - Reading

```
#include <stdio.h>
int main()
{
    char str[6];
    gets(str);
    printf("The string is: %s\n", str);
    return 0;
}
```

- The above method is not recommend by the gcc. Will issue warning while compilation
- Might lead to stack smashing if the input length is greater than array size!!



Strings - Reading

010_example.c

```
#include <stdio.h>
int main()
{
    char str[6];
    fgets(str, 6, stdin);
    printf("The string is: %s\n", str);
    scanf("%5[^\n], str);
    printf("The string is: %s\n", str);
    return 0;
}
```

 fgets() function or selective scan with width are recommended to read string from the user



Strings - DIY



- WAP to calculate length of the string
- WAP to copy a string
- WAP to compare two strings
- WAP to compare two strings ignoring case
- WAP to check a given string is palindrome or not



Strings - Library Functions

Purpose	Prototype	Return Values
Length	size_t strlen(const char *str)	String Length
Compare	int strcmp(const char *str1, const char *str2)	$str1 < str2 \rightarrow < 0$ $str1 > str2 \rightarrow > 0$ $str1 = str2 \rightarrow = 0$
Сору	char *strcpy(char *dest, const char *src)	Pointer to dest
Check String	char *strstr(const char *haystack, const char *needle)	Pointer to the beginning of substring
Check Character	char *strchr(const char *s, int c)	Pointer to the matched char else NULL
Merge	char *strcat(char *dest, const char *src)	Pointer to dest



Strings - Quiz



- Can we copy 2 strings like, str1 = str2?
- Why don't we pass the size of the string to string functions?
- What will happen if you overwrite the '\0' (null character)
 of string? Will you still call it a string?
- What is the difference between char *s and char s[]?



Strings - DIY



- WAP to reverse a string
- WAP to compare string2 with string1 up to n characters
- WAP to concatenate two strings



Strings - DIY



- strlen
- strcpy
- strcmp
- strcat
- strstr
- strtok





Advanced C Strings - DIY



- WAP to print user information -
 - Read : Name, Age, ID, Mobile number
 - Print the information on monitor
 - Print error "Invalid Mobile Number" if length of mobile number is not 10
- WAP to read user name and password and compare with stored fields. Present a puzzle to fill in the banks
- Use strtok to separate words from string "www.emertxe.com/bangalore"

