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Strings

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Strings

Strings are just arrays of characters.

```
char str[30];
```

You can initialize strings:

```
char name[] = "Eric";
```

You can also use these string literals as inputs to parameters for functions:

```
if (strcmp("Bill",name) == 0) { ...
```

However you can NOT use assignment for copying strings:

```
str = "Fred";  // THIS WILL NOT WORK
```

Rather you should use the string library:

```
#include<string.h>
....
strcpy(str,"Fred");
```

Length

The end of a string is marked by a **NULL** or 0 character. Note that generally within computing "null" is just another way of saying 0.

The length of a string is determined by searching through the string until the zero is found. When allocating strings (which are just arrays) one should allow space for this **NULL** .

The string library has a function you can use to determine the length of string.

```
length = strlen(mystring);
```

Exersizes

- Write a function that determines if a string is a palindrome (the string remains the same when reversed).
- Write a function that counts the number of words in a string.