### String:

- 1. A group of characters is called string.
- 2. It is alpha-numeric. i.e. in a string we can store both alphabets, numbers and special characters.

Eg: char city[]="Hyd-16";

3. It is a char array.



city H y d - 1 6 \0 NULL Char

### Note:

- 1. One byte should be left for null char. Otherwise we are getting garbage values.
- 2. String variable size never smaller than string. Otherwise we are getting error.
- 3. We can't copy a string using = operator. We have to use strcpy() available in <string.h>
- 4. We can't compare two strings using == operator.
  We have to use strcmp().

## **OPERATORS**

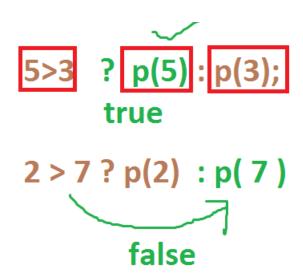
Operator is a special symbol designed for a particular task. C comes with 44 operators and 14 separators [, . : ; " " ' ' { },.... ] Operator works on operands. Based on no of operands participating in operation, the operators divided into 3 types.

1. Unary operator: Require one operand.

2. Binary operator: Require two operands.

3. **Ternary operator**: Require three expressions / operands.

Eg: conditional part ? true part : false part;

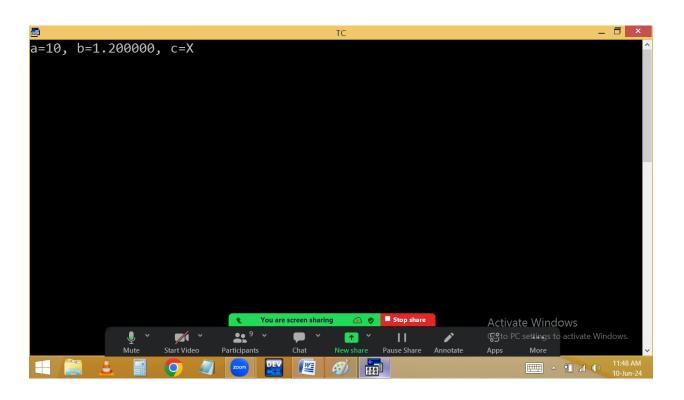


Based on operation the operators divided into several types.

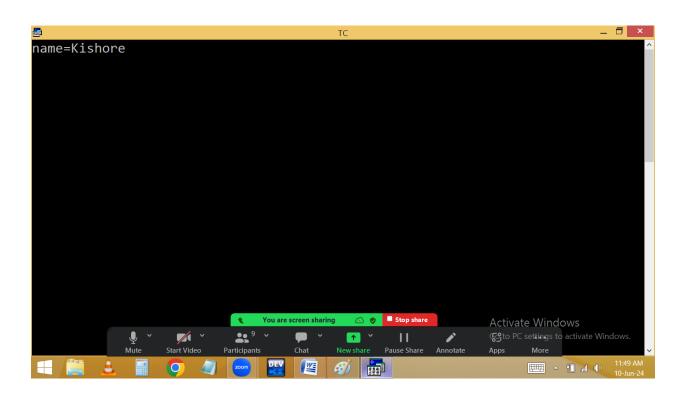
1. Assignment operator [ = ]: It copies the value on its right side into the variable on its left side. In assignment operation, the left side operand should be a variable. i.e. expressions not allowed on left side.

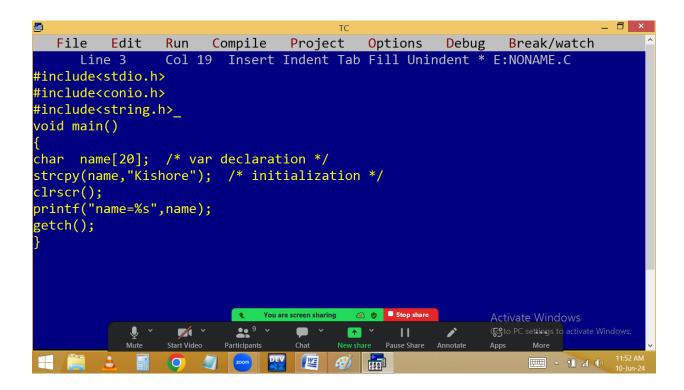
```
Eg:
a=10;
b=1.2;
c='X';
d="abc"; → Error → string copy not allowed.
e=f=g=100;
c=10+20;
10+20=30; → 30=30 → Error → 30 is constant
```

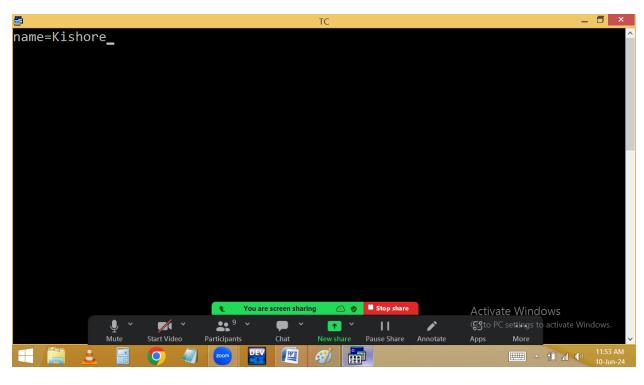
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      Line 14
#include<stdio.h>
#include<conio.h>
void main()
int a;
float b;
char c;
clrscr();
a=10;
b=1.2;
c='X';
printf("a=%d, b=%f, c=%c",a,b,c);
getch();
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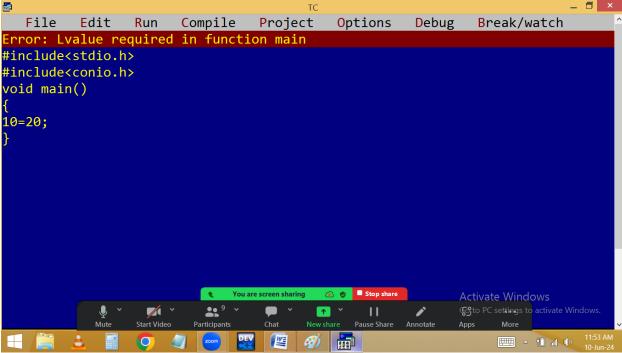


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       Line 8
#include<stdio.h>
#include<conio.h>
void main()
char name[20]="Kishore";
clrscr();
printf("name=%s",name);
getch();
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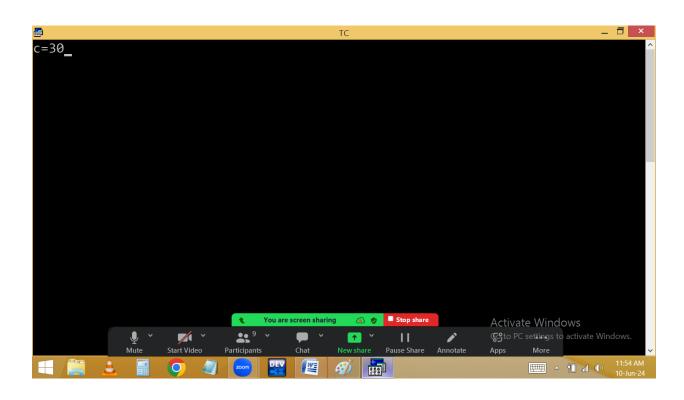


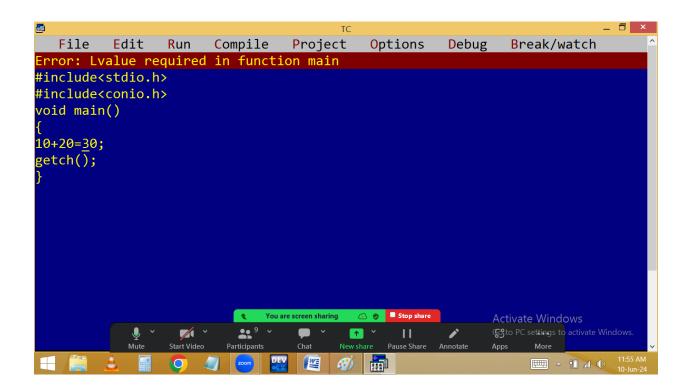


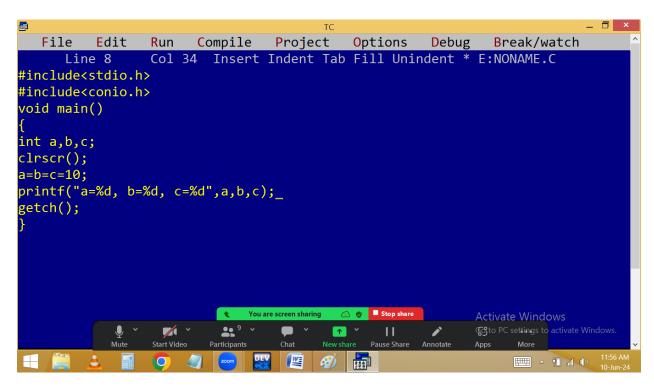


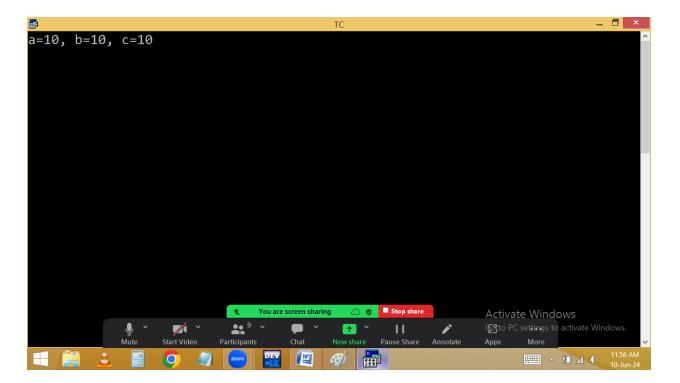


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       Line 7
#include<stdio.h>
#include<conio.h>
void main()
int c;
c=10+20;
clrscr();_
printf("c=%d",c);
getch();
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                                                                          (d) [____] ^ _ _ _ (1)
```







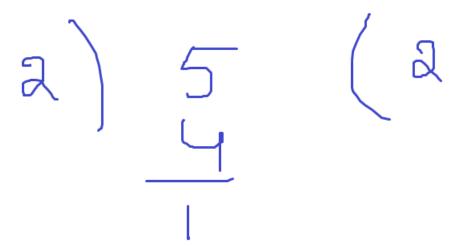


2. Arithmetic operators [+, -, \*, %, /]: They are used to perform mathematical calculations.

Eg: a+b, a-b, a\*b,...

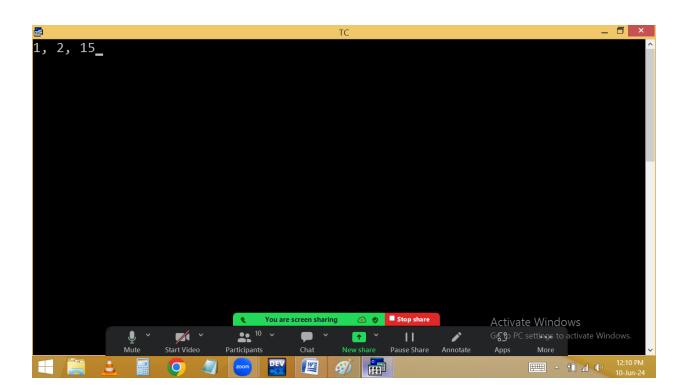
% - modules [ Remainder ]:





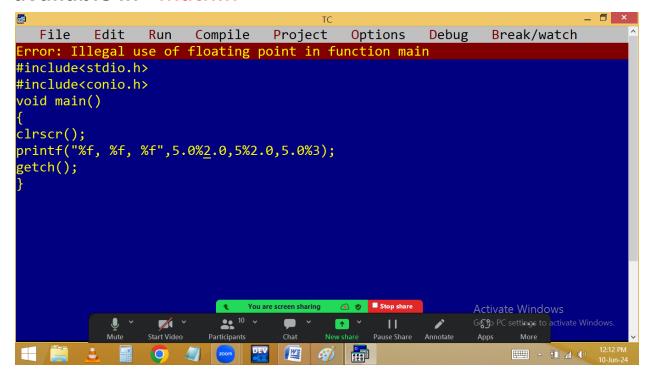
2%5=2

**Note:** if the divisor is bigger than dividend then dividend is the answer.

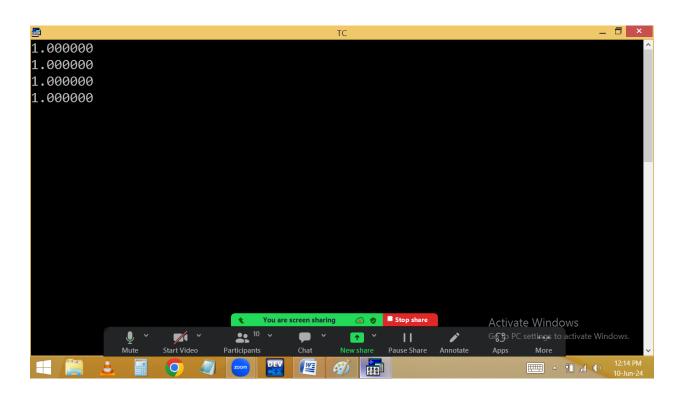


5.0%2.0=Error

Note: we can't perform floating modules with % operator in C & C++. To this we have to use fmod() available in <math.h>



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      Line 7
#include<stdio.h>
#include<conio.h>
#include<math.h>
void main()
clrscr();
printf("%f\n%f\n%f\n%f",fmod(5.0,2.0),fmod(5,2.0),fmod(5.0,2),fmod(5,2));
getch();
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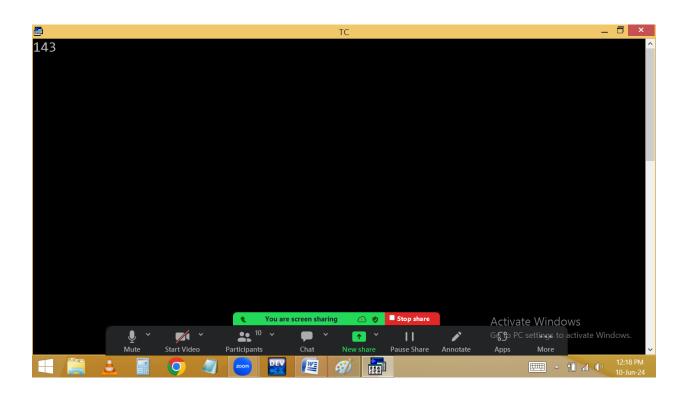
**291%10=1** 

**74%10=4** 

**3**%10=3

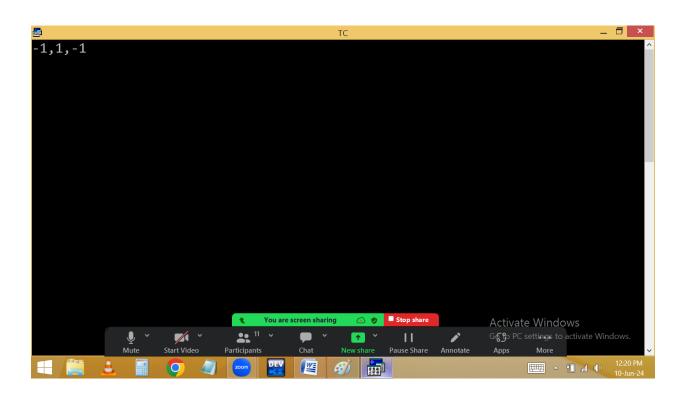
Note: Any no%10 gives last digit.

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      Line 6
#include<stdio.h>
#include<conio.h>
void main()
clrscr();
printf("%d%d%d",291%10, 74%10, 3%10);
getch();
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                                                                    _____ ^ <u>1</u> ____ ()
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Note: In modules if the numerator is negative then result also negative.

```
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      Line 6
#include<stdio.h>
#include<conio.h>
void main()
clrscr();
printf("%d,%d,%d",-5%2, 5%-2, -5%-2<u>)</u>;
getch();
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                                                                      _____ ^ <u>1</u> ____ ()
```



# /-division [ Quotient ]: 5/2=2 [ int/int=int ] 5.0/2=2.500000 5/2.0=2.500000 5.0/2.0=2.500000 'a'/'b'=0 → 97/98=0 [ 97 is ascii value of 'a']

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      Line 6
#include<stdio.h>
#include<conio.h>
void main()
clrscr();
printf("%d\n%f\n%f\n%d",5/2, 5.0/2, 5.0/2.0, 'a'/'b');
getch();
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2.500000
2.500000
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                                                                       ____ ^ 10 __1 (b)
```

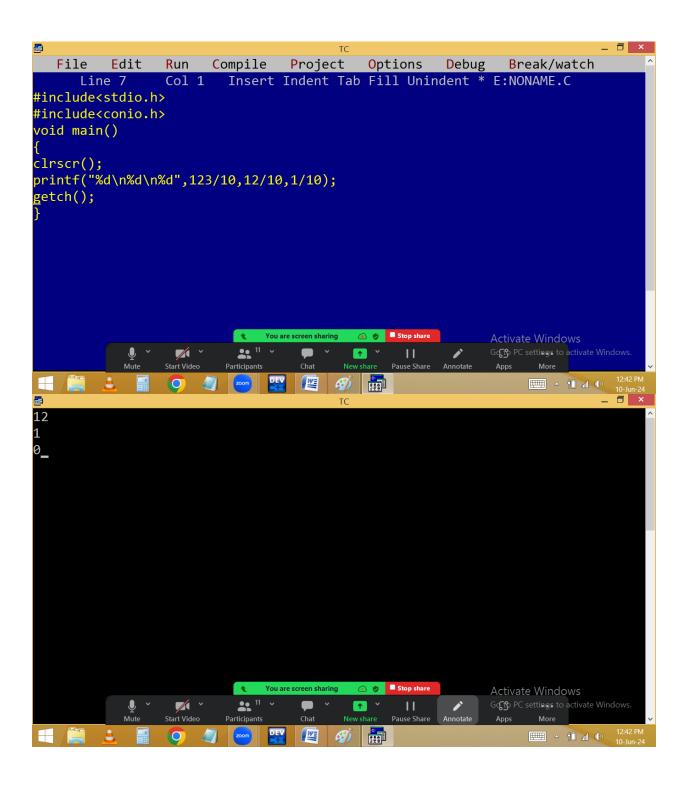
(float) 5/2= 2.500000 /\* Explicit type casting \*/
(int) 5.0/2= 2 /\* Explicit type casting \*/
Int a=1.3; → a=1 /\* implicit type casting \*/

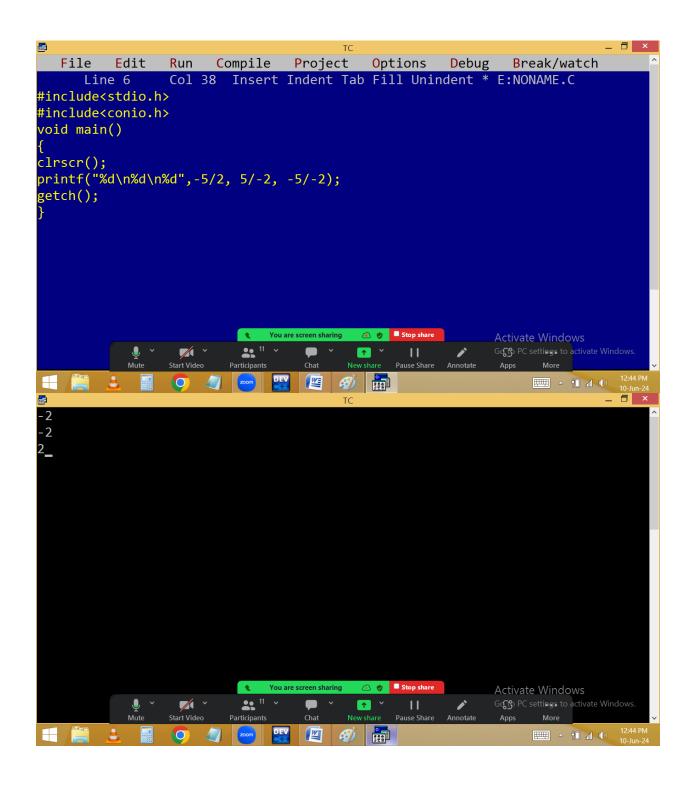
```
Float b=10; → b=10.000000/*implicit type casting
*/
5/(float)2=2.500000
(float)(5/2)=2.000000
```

```
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#include<stdio.h>
#include<conio.h>
void main()
int a=1.7; /* implicit type casting */
float b=10;
clrscr();
printf("a=%d\n",a);
printf("b=%f\n",b);
printf("%f\n",(float)5/2); /* explicit type casting */
printf("%d\n",(int)5.0/2);
printf("%f\n",(float)5/(float)2);
printf("%f\n",5/(float)2);
printf("%f\n",(float)(5/2));
printf("%f\n",(float)'a'/'b');
getch();
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a=1
b=10.000000
2.500000
2.500000
2.500000
2.000000
0.989796
                                           Stop share
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```

123/10=12 12/10=1 1/10=0

# Note: Any no/10 removes the last digit.





Note: In division any one operand is negative then result also negative. If both are negative then result is positive.

**Home work:** 

Print a 3 digit no in reverse order without using loop.

**Ex: 123 reverse is 321**