Module 4

Arrays:

- 1. To perform operation on several inputs, lot of variables need to be declared which becomes a tedious task. This problem can be solved by using derived data structure 'Array'.
- 2. An array is defined as an ordered set of similar data items that shares common name; due to which, it is also called as homogeneous data structure.
- 3. All the data items of an array are stored in consecutive locations in memory.
- 4. The elements of an array can be differentiated from one another by their index or position.
- 5. Types of Arrays:
 - a. Single dimensional Array:
 - Declaration Syntax: data-type array_name[size];
 - ii. Example: int a[10];

It declares an array, named a, consisting of ten elements, each of type int. These elements are numbered from 0 to 9.



- iii. Array Initialization:
 - A. Compile Time Initialization: It is possible to initialize elements of an array when the array is defined. Syntax: data-type array_name[]={list of values.....};

```
Ex: int a[4] = \{10, 20, 30, 40\}; int n[] = \{2, 4, 12, 5, 45, 5\}; char b[]=\{'C', 'O', 'M', 'P', 'U', 'T', 'E', 'R'\}; char b[]="COMPUTER";
```

B. Run Time Initialization: It is possible to enter data into an array during runtime by accepting from the user.

```
Ex: for ( i = 0 ; i < 10 ; i++ ){
            scanf ( "%d", &a[i] ) ;
}
```

iv. Accessing Elements of an Array/Displaying Data from an Array:

```
Ex: for (i = 0; i < 10; i++){
	printf ("\%d", a[i]);
```

- b. Multidimensional arrays/Array of the arrays:
- i. In multidimensional arrays the array is divided into rows and columns. These are well suited to handle a table of data.
- ii. Declaration Syntax:

data_type array_name[row_size][column_size];

int a[4][2];

iii. Example:

	col. no. 0	col. no. 1
row no. 0	1234	56
row no. 1	1212	33
row no. 2	1434	80
row no. 3	1312	78

int arr[3][3];

- iv. Array Initialization: int a[2][3] = $\{\{0,0,0\},\{1,1,1\}\};$

Strings:

1. In C, a string is group of characters which is terminated by delimiter $\0'$ (null).

- 2. A string constant is a one-dimensional array of characters terminated by a null ('\0').
- 3. The terminating null ('\0') is important, because it is the only way the functions that work with a string can know where the string ends.
- 4. Strings declaration syntax: char string_name[size];

Where, size determines the number of characters in the string name.

- 5. Example: char city[10];
- 6. Strings Initialization: There are several methods to initialize values for string variables.
 - a. Example: char city[8]="NEWYORK";
 - b. Example: char city[8]={"N","E","W","Y","O","R","K","\0"};

H E L L O 0

Ex:-

How to read strings from the user?

- 1. Formatted input function:
 - a. scanf() can be used with %s format specifier to read a string.

 - c. **Note:** "&" sign is not used because name of string is a pointer to array.
 - d. The problem with scanf is that it terminates its input on the first white space it finds like: Example: for "NEW YORK", scanf reads only NEW.
- 2. <u>Unformatted input function:</u>
 - a. gets() is more convenient method of reading a string of text including blank spaces.
 - b. Example: char line[100]; gets(line);

How to write strings to the user?

- 1. Formatted output function:
 - a. printf() can be used with %c format specifier to write a string character by character till the array ends using loop.

 - c. printf() can be used with %s format specifier to print strings on to the screen.
 - d. Example: printf("%s",name);
- 2. Formatted output function:
 - a. puts() is used to print strings including blank spaces.
 - b. Example: char line[15]="Welcome to lab"; puts(line);

String Inbuilt Functions in C:

- 1. <u>strlen():</u>
 - a. Defn: to find the length of the string excluding the NULL character. In other words, it is used to count the number of characters in a string. It is defined in string.h header file.
 - b. Syntax: int strlen(const char *str);
 - c. Example:

```
#include <stdio.h>
void main(){
char str1[] = "WELCOME";
int n;
n = strlen(str1);
printf ("Length is:%d",n);
}
```

- 2. <u>strcpy():</u>
 - a. Defn: is used to copy one string to another. In C it is present in string.h header file
 - b. Syntax: char* strcpy(char* dest, const char* src);
 - c. Example:

#include<stdio.h>

```
#include<string.h>
void main() {
   char str1[]="Hello Geeks!";
   char str2[100];
   strcpy(str2, str1);
   printf ("str1: %s\nstr2: %s ", str1, str2);
}
```

3. <u>strcmp():</u>

- a. Defn: compares two strings character by character (ASCII comparison) and returns the result. It is defined in string.h header file. Result is zero when both strings are found to be identical. A value greater than zero is returned when the first not matching character in leftStr have the greater ASCII value than the corresponding character in rightStr and vice versa.
- b. Syntax: int strcmp(const char *leftStr, const char *rightStr);
- c. Example:

```
#include<stdio.h>
#include<string.h>
void main() {
    char leftStr[] = "zfz";
    char rightStr[] = "gfg";
    int res = strcmp(leftStr, rightStr);
    printf("Value of result: %d" , res);
}
```

4. <u>strcat()</u>:

- a. Defn: This function is used to concatenate two strings. i.e., it appends one string at the end of the specified string. It is defined in string.h header file.
- b. Syntax: char *strcat(char *dest, const char *src);
- c. Example:

```
#include <stdio.h>
#include <string.h>
void main(){
   char str1[] = "VERY", str2[] = "GOOD";
   strcat(str1,str2);
   printf("Concatenated string is: %s",str1);
}
```

5. strchr():

- a. Defn: Returns a string from the first occurrence of character ch in string s1. It is defined in string.h header file.
- b. Syntax: char *strchr(const char *str, char c);
- c. Example:

```
#include <stdio.h>
#include <string.h>
void main () {
  char str[] = "programming";
  char ch = 'a';
  printf("String is - %s", strchr(str, ch));
}
```

Some other string functions:

Function	Description
strlwr	Converts a string to lowercase
strupr	Converts a string to uppercase
strcmpi	Compares two strings ignoring the case
strrchr	Finds last occurrence of a given character in a string
strrev	Reverses string