

Lecture – 17

String: A string is defined as a null terminated sequence of characters. A string constant is also terminated by the compiler assigns null automatically.

Header file used for string operation → string.h

Example 1:

```
void main()
{
    char n[100];
    gets(n);
    puts(n);
}
```

Hellow all
Hellow all

Example 2:

```
void main()
{
    char *ch;
    ch = (char *) malloc (100);
    gets(ch);
    printf("%d",strlen(ch));
}
```

Hellow all
10

Example 3:

```
void main()
{
    char src[]="Hellow",dest[50];
    strcpy(dest,src);    //dest = src
    puts(dest);
}
```

Hellow

Example 4:

```
void main()
{
    char dest[]="Hellow",src[]="World";
    strcat(dest,src);    // dest = dest + src
    printf("%s",dest);
}
```

Hellow World

Example 5:

```

void main()
{
    char str1[], str2[];
    int val;
    gets(str1);
    gets(str2);
    val = strcmp(str1, str2);
    if( val == 0 )
        printf("String1 and String2 are same");
    elseif( val > 0 )
        printf("String1 is greater than String2");
    elseif( val < 0 )
        printf("String1 is smaller than String2");
}

```

```

bcd
abc
String1 is greater than String2

```

Example 6:

```

void main()
{
    char str[], rev[];
    gets(str);
    rev = strrev(str);
    puts(rev);
}

```

```

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```

Example 7:

```

void main()
{
    char *str = "Hellow", str1[10];
    strncpy(str1, str, 4);
    str1[4] = '\0';
    puts(str1);
}

```

```

Hell

```