

**The Manta Ray qualifies
The Mirror Test**

**The manta ray has the
largest brains of any fish.**

**Few animals, mostly
primates, have passed this
test used to determine
self-awareness.**

Dolphins, elephants,
monkeys magpies, and even
a robot (!), in some cases,
can recognize themselves in
the mirror. Humans,
chimpanzees and orangutans
are the only species for which
the results are compelling &
reproducible. This implies
that self-awareness may be
limited to humans and some
great apes.

The mirror test may not be
the litmus test for self-
awareness in all animals.

<https://www.newscientist.com/article/2081640-manta-rays-are-first-fish-to-recognise-themselves-in-a-mirror/#ixzz6piVGFqiF>



Introduction to C - Delving further into the Blue Sea of Cs Lec 9 Of Arrays, Input, Output Statements

Character strings

- **Array** of characters where the last character is `'\0'` (null character)

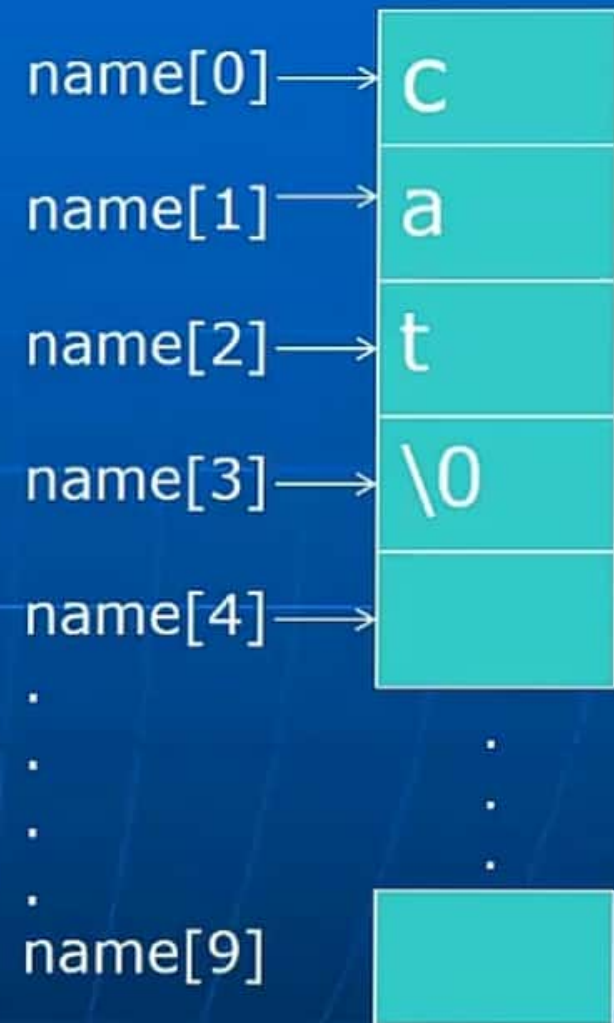
- Eg:

```
char name[10] = "cat";
```

```
name[0] → 'c'  
name[1] → 'a'  
name[2] → 't'  
name[3] → '\0'
```

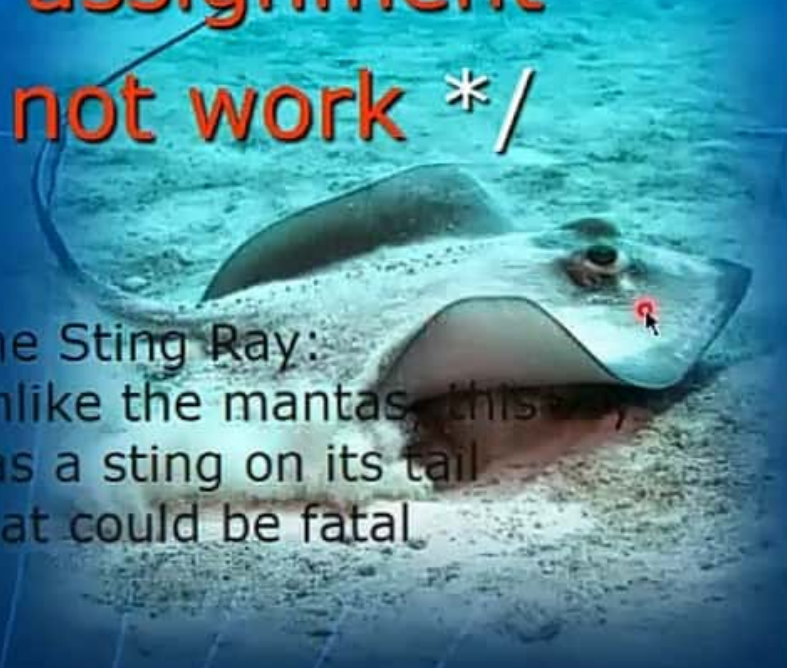
Note:

`name[4]` to `name[9]` contains garbage.



Character strings ...

- `int i;`
`char name[10];`
`i = 123; /* OK */`
`name = "cat"; /* this assignment`
`will not work */`

A photograph of a stingray resting on a sandy ocean floor. The stingray is light-colored with dark spots and a long, thin tail. A red arrow points to the tail.

The Sting Ray:
Unlike the mantas, this ray
has a sting on its tail
that could be fatal.

Character strings ...

```
char name[10] = "cat"; /* initialization */  
char name[10];
```

```
    name = "cat"; /* wrong assignment */
```

assign each character as

```
    name[0] = 'c'; name[1] = 'a'; ... name[3] = '\0';
```

*OR one can use:

```
strcpy(name, "cat");
```

strcpy() is a library function in *string.h*

which means you need to

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

at the beginning of the program

(Check this function out)

Input and Output

Manta Ray: One of few animals that have an evolved filter feeding mechanism for **INPUT**.
Let's see how we can do it in C!

- Input and output facilities are not part of the C language itself!



- These are supported by a set of library functions in *stdio.h*

getchar() and putchar()

```
char c;           /* declaration */  
c = getchar( );  /* reads a character  
                  from keyboard  
                  (stdin)*/
```

```
putchar(c);       /* writes the character  
                  stored in the variable c  
                  on the screen  
                  (stdout)*/
```

scanf (formatted input)

```
int num;
```

```
char ch;
```

```
scanf("%d", &num); /* reads an  
integer  
from stdin into  
num */
```

```
scanf("%c", &ch); /* reads a char  
from stdin  
into ch */
```


scanf (formatted input)

/* If multiple inputs need to be read
using a single scanf */

```
scanf("%d %c", &i, &ch);
```

Format specifiers

int variable

char variable

The Mysterious '&' in the Sea of Cs

- Every variable should have a location in the memory.
- If *i* is the name of a variable then *&i* is its address in the memory.
- *scanf* should be given the *addresses* of the locations where it should store the values which are being read.

The Mysterious **&** ... in the Sea of Cs

```
■ int i = 2;  
   printf("%d %p\n", i, &i);
```

0x7FFF4604DFCC →

i

2

```
■ 2 0x7FFF4604DFCC
```

Value as an integer

Address of the variable *i*

printf (formatted output)

```
int i; char ch;
```

```
i = 125;
```

```
ch = 'a';
```

```
printf("%d %c \n", i, ch);
```

```
printf("%c\n%d",ch,i);
```

Output on the screen

125 a

a

125

```
char ch = 'A';    printf  
printf("%d", ch);
```

The fish whose names begin with **C** within the **Sea**
of **Cs** are proficient in **C**. So, let's ask the **C**lown
fish what this program would output and why?



Recognize me?

Marlin from the Great Barrier Reef.
My son, Nemo, got lost when he ventured
into the open C. (Finding Nemo!)


```
char ch = 'A';    printf  
printf("%d", ch);
```

The fish with
of C
f

the Sea
yn

Aha! So you thought you could trick me, eh?

It will print **65** because you used %d to print the content of a character variable. NB: ASCII equivalent of A is 65



Recognize me?

Marlin from the Great Barrier Reef.
My son, Nemo, got lost when he ventured into the open C. (Finding Nemo!)

How do we read or write a float?

`%f` → float

```
float nemo;  
scanf("%f ", &nemo);  
printf("%f \n", nemo);
```


How do we read or write a string?

```
char str[64];  
printf("What is your name?");  
scanf("%s", str);  
printf("Hello ... %s \n", str);
```

NB: *str* happens to be the starting address of the string i.e. `str[0]`. So it is already an address. Thus `&` is not required.

Output on screen

What is your name? Nemo

Hello ... Nemo

-

Explore other ways of formatting

<code>%c</code>	Character	char unsigned char
<code>%d</code>	Signed Integer	short unsigned short int long
<code>%e</code> or <code>%E</code>	Scientific notation of float values	float double
<code>%f</code>	Floating point	float
<code>%g</code> or <code>%G</code>	Similar as <code>%e</code> or <code>%E</code>	float double

Strings: Points to Ponder

```
#include <stdio.h>  
int main()  
{  
    char str[20];  
    scanf("%s", str);  
    printf("%s\n", str);  
    return 0;  
}
```

Hey Marlin, what would be the output if the input given is:

Hello there!

Hello



A Rare phenomenon of **floating Cheese** on
the **Surface** of the **Cea** of **Cs**
More in the coming lecture

