◆ 1D Array in C

What is it?

- o A linear collection of elements of the same data type.
- Accessed using a single index.

Syntax:

Key Operations:

```
Access: arr[0], arr[i]
```

o Traversing: for(i = 0; i < 5; i++)</p>

o Modify Value: arr[2] = 99;

o Input: scanf("%d", &arr[i]);

Output: printf("%d", arr[i]);

Sum, Max, etc.: Using loops

Passing to Functions: By reference (changes affect the original array)

Notes:

- Indexing starts from 0.
- o The size is fixed once declared.
- Changes inside functions affect the original array.

◇ 2D Array in C

What is it?

o A matrix-like structure with rows and columns.

Syntax:

```
int arr[2][3];  // Declaration
int arr[2][3] = { {1, 2, 3}, {4, 5, 6} };  // Initialization
```

Key Concepts:

- Access: arr[i][j]
- o **Input/Output:** Use nested for loops
- o Passing to Functions: Specify column size, e.g., void func(int arr[][3])

Common Operations:

- Traversing elements
- o Sum of elements
- o Matrix operations: addition, multiplication, transpose

Notes:

- o Stored in row-major order.
- o All rows must have the same number of columns.

⋄ Strings in C

What is it?

o A character array ending with a null character '\0'.

Declaration & Initialization:

```
char str[] = "hello";
char str[6] = {'h','e','l','l','o','\0'};
// Preferred way
// Manual way
```

Input & Output:

- scanf("%s", str); ← Reads a word (without spaces)
- o fgets(str, size, stdin); ← Reads a full line (with spaces)

Useful Functions (from <string.h>):

- o strlen(str) ← Length of string
- o strcpy(dest, src) ← Copy string
- o strcat(s1, s2) ← Concatenate two strings
- o strcmp(s1, s2) ← Compare two strings

Common Operations:

Operation	Function
Length	strlen(str)
Сору	strcpy(dest, src)
Concatenate	strcat(s1, s2)
Compare	strcmp(s1, s2)
Read Full Line	fgets(str, size, stdin)
Reverse String	Loop & swap characters
Check Palindrome	Compare characters manually
Count Characters	Loop with conditions

Notes:

- Always allocate extra space for '\0'.
- o Strings are arrays, not objects.
- o Manual operations require loops and conditions.