

Assignment-5 (strings,structures & unions): -

Strings

- Implement your own functions for reading & printing strings
- Define your own functions for
 - a) finding length
 - b) copying
 - c) concatenation
 - d) comparison
 - e) reversing in memory
- Study the following functions
strncpy, strncat, strncmp, strcasecmp, strncasecmp, strchr, strrchr, strstr, strtok
- Explore the following functions used for raw memory operations.
memcpy, memcmp, memset, bzero
- Implement your own function to convert a string having only digits into an integer and vice versa
- Write a c program to find sum & avg of command line arguments
- In a table of strings swap any two rows, when table is declared as
 - a) `char tstr[5][20];`
 - b) `char *tstr[5];`
- Convert the string in a.b.c.d format into 32 bit unsigned integer (use pointer operations for packing purpose)
- Write recursive functions for
 - a) finding string length
 - b) displaying string in reverse order
 - c) to count no. of occurrences of a given character
 - d) finding sub string in a main string

Structures & Unions

- Create a structure for student information with the members rollno, names, marks, and perform following operations
 - Creating variables, input, output operations
 - initialization of variables
 - create a pointer of struct type, and assign address of variable
 - access members using arrow operator
 - calculate size of variable, offset of each member
 - create alias for the structure type, pointer type using typedef
- For the following structure calculate overall size, offset of each member.

How to balance between speed, memory while using such structures.

```
struct A {  
    int x;  
    char c1;  
    double d;  
    float f;  
    char c2;  
}
```

- Create a Box structure with the members length,breadth,height.Pass the structure variable to a function to calculate volume by value, by reference
 - In the student structure created above modify marks member as an array(array of 5 subjects), create array of struct variables and do some input,output operations.(Marks of ith student in jth subject etc)
 - Whats wrong in the following code, suggest a fix for this.

```
struct A  
{  
    int x;  
    char *str;  
};  
struct A a1 = { 101, "abc" }
```

```
struct A s2 = a1;
```

- Can a function return structure variable? Any better alternatives to this if it is possible or not.
- Create an anonymous structure, create some variables from this (with & without typedef)
- Create a nested structure, access members of inner structure from outer one.
- Bit fields

Unions:-

- Try the following code

```
union A
{
    int x;
    int y;
    char ch;
};

union A a1;
a1.x=0x10;   a1.y=0x1121;   print a1.x, a1.ch
```

- Calculate size of union , offset of members
- Convert ip address between dotted decimal format, 32 bit format using unions
- Anonymous unions, usage of typedef
- Nesting of structures, unions
 - Union inside a structure
 - structure inside an union etc.

Miscellaneous:-

Precision problems

- Compare some int, float, double expressions, if getting precision problems rectify using the condition $\text{fabs}(\text{exp1} - \text{exp2}) < 1\text{e-}5$
eg:- `int x = 2; float y = sqrt(4); float z=sqrt(0.1225);`
Check correctness of comparisons like `x==y` , `z==0.35` etc.

Buffered I/O operations

- `int a,b,c;`

```
printf("enter two no.s\n");
scanf("%d%d",&a,&b); //but here give input of 3 no.s separated by space.
printf("enter another number\n");
scanf("%d",&c);
printf("%d,%d,%d\n",a,b,c);
```

What do you observe, if any problem fix it using “ %d” while reading variable c
(or) use `__fpurge` before reading c

➤ `char c1,c2;`

```
printf("enter any character\n");
scanf("%c",&c1); //you may use getchar(c1); here
scanf("%c",&c2);
printf("c1=%d,c2=%d\n",c1,c2);
```

 fix any problem using a space before %c or using `__fpurge`

➤ `int x,y;`

```
for(int i=1;i<=5;i++)
{
    printf("i=%d",i); //don't use \n at end of printf
    y=1/(x-5);
}
```

What do you observe when you run above code.

Try the same using `\n` at the end of printf or by using `fflush` after printf