HW2.8. Strings Consider the following code on a 32-bit system: #include <string.h> int main () { char *a = "hello"; int len; // set len to a's length } Q1.1: What would the value of sizeof(a) return? Hint: Look at https://en.wikipedia.org/wiki/Sizeof ? 100% 4 Q1.2: Which of the following expressions could we add above to properly compute the length of a? (By convention, we don't include the null-byte in the length of the string.) You may find the following reference on operator precedence useful. \square (b) len = sizeof(a) \Box (d) len = 0; while (++*a) { len++; } \Box (e) len = 0; while (++*a) { ++len; } ✓ (f) len = 0; while (*a++) { len++; } ✓ ✓ (g) len = 0; while (*a++) { ++len; } ✓ Select all possible options that apply. ? **~** 100% For the following strings, what would strlen(a) return? If this program would cause a compile-time error or the behavior is uncertain, enter "n/a". ? 100% Q2.1: char* a = "foobar"; ? 100% Q2.2: char a = 'f';n/a Q2.3: char a[] = {'f', 'o', 'o', 'b', 'a', 'r', '\0'}; ? 100% Q2.4: char a[] = {'f', 'o', 'o', 'b', 'a', 'r'}; **?** 100% Q2.5: char* a = "foo\0bar"; **?** 100%

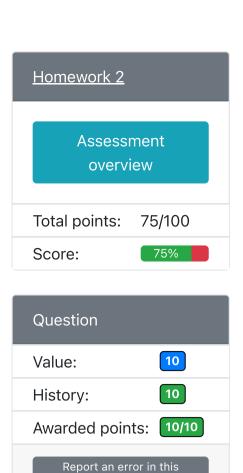
Correct answer

Q1.1: What would the value of sizeof(a) return? Hint: Look at https://en.wikipedia.org/wiki/Sizeof
4

Q1.2: Which of the following expressions could we add above to properly compute the length of a? (By convention, we don't include the null-byte in the length of the string.) You may find the following reference on <u>operator precedence</u> useful.

Try a new variant

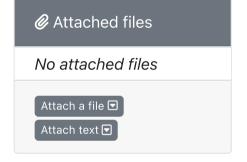
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(c) len = strlen(a)
```



Previous question

question 🗹

Next question



```
(f) len = 0; while (*a++) { len++; }
(g) len = 0; while (*a++) { ++len; }
For the following strings, what would strlen(a) return? If this program would cause a
compile-time error or the behavior is uncertain, enter "n/a".
Q2.1: char* a = "foobar"; 6
Q2.2: char a = 'f'; n/a
Q2.3: char a[] = \{'f', 'o', 'o', 'b', 'a', 'r', '\setminus 0'\}; 6
Q2.4: char a[] = {'f', 'o', 'o', 'b', 'a', 'r'}; n/a
Q2.5: char* a = \text{"foo}\\theta ar"; 3
Submitted answer 5 correct: 100%
                                                                                   hide ^
Submitted at 2022-09-03 09:39:12 (PDT)
Q1.1: What would the value of sizeof(a) return? Hint: Look at
https://en.wikipedia.org/wiki/Sizeof
4 100%
Q1.2: Which of the following expressions could we add above to properly compute the length
of a? (By convention, we don't include the null-byte in the length of the string.) You may find
the following reference on operator precedence useful.
(c) len = strlen(a) ✓
(f) len = 0; while (*a++) { len++; }
(g) len = 0; while (*a++) { ++len; }
 ~ 100%
For the following strings, what would strlen(a) return? If this program would cause a
compile-time error or the behavior is uncertain, enter "n/a".
Q2.1: char* a = "foobar"; 6 100%
Q2.2: char a = 'f'; n/a \sim 100\%
Q2.3: char a[] = {'f', 'o', 'o', 'b', 'a', 'r', '\0'}; 6 \checkmark 100%
Q2.4: char a[] = {'f', 'o', 'o', 'b', 'a', 'r'}; n/a \checkmark 100%
Q2.5: char* a = "foo \otimes ar"; 3 \sim 100\%
Submitted answer 4 partially correct: 85%
                                                                                  show 🗸
Submitted at 2022-09-03 09:39:05 (PDT)
Submitted answer 3 partially correct: 85%
                                                                                  show ~
Submitted at 2022-09-03 09:38:42 (PDT)
                               Show/hide older submissions >
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