

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>

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.

☐ (a) `len = a.length`

☐ (b) `len = sizeof(a)`

☒ (c) `len = strlen(a)` ✓

☐ (d) `len = 0; while (++*a) { len++; }`

☐ (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".

Q2.1: `char* a = "foobar";` 6 100%

Q2.2: `char a = 'f';` n/a 100%

Q2.3: `char a[] = {'f', 'o', 'o', 'b', 'a', 'r', '\0'};` 6 100%

Q2.4: `char a[] = {'f', 'o', 'o', 'b', 'a', 'r'};` n/a 100%

Q2.5: `char* a = "foo\0bar";` 3 100%

Try a new variant

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 [operator precedence](#) useful.

(c) `len = strlen(a)`

Homework 2

Assessment overview

Total points: 75/100

Score: 75%

Question

Value: 10

History: 10

Awarded points: 10/10

Report an error in this question

Previous question

Next question

Attached files

No attached files

Attach a file

Attach text

(f) `len = 0; while (*a++) { len++; }`
(g) `len = 0; while (*a++) { ++len; }`

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Q2.5: `char* a = "foo\0bar";` 3

Submitted answer 5 **correct: 100%**
Submitted at 2022-09-03 09:39:12 (PDT)



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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%

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Q2.5: `char* a = "foo\0bar";` 3 ✓ 100%

Submitted answer 4 **partially correct: 85%**
Submitted at 2022-09-03 09:39:05 (PDT)



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Submitted answer 3 **partially correct: 85%**
Submitted at 2022-09-03 09:38:42 (PDT)



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