String + Array

#include <stdio.h>

#include <stdlib.h>

int main()

{

int values[12];

int counter;

char str1[20] = {'H','e','l','l','o',' ','W','o','r','l','d', '!'};

char str2[20] = "Hello World!";

/\*print out the values from the array\*/

printf("\n");

for(counter = 0; counter < 12; counter++){

printf("%c\n", str2[counter]);

}

return 0;

}

Copying

#include <stdio.h>

#include <string.h>

int main()

{

/\* code \*/

char str1[20] = {'H','e','l','l','o',' ','W','o','r','l','d', '!'};

char str2[20] = "Goodbye World!";

strcpy(str1, str2);

printf("String 1 is: %s\n", str1);

printf("String 2 is: %s\n", str2);

return 0;

}

Types

sizeof(str1);

strlen(str1);

strcat(str1,str2);

strcpy(dest,origin);

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Square

#include <stdio.h>

#include <stdlib.h>

int num, result;

int square(int i);

int main(){

printf("Please enter a number to square\n");

scanf("%d", &num);

result = square(num);

printf("%d squared is %d \n",num, result );

return 0;

}

int square(int i){

return i\*i;

}

Circle

#include <stdio.h>

#include <stdlib.h>

float rad, result;

float square(float i);

float pi = 3.1415926535;

int main(){

printf("Please enter the radius\n");

scanf("%f", &rad);

result = square(rad) \* pi;

printf("A circle with the radius of: %.2f has an area of %.2f \n",rad, result );

return 0;

}

float square(float i){

return i\*i;

}

Cube

#include <stdio.h>

#include <stdio.h>

int num, result;

int square(int i);

int main(){

printf("Please enter the lenght of the cube\n");

scanf("%d", &num);

result = square(num) \* 6;

printf("A cube with the lenght of %d has an area of %d \n",num, result );

return 0;

}

int square(int i){

return i\*i;

}

Sphere

#include <stdio.h>

#include <stdlib.h>

float rad, result;

float square(float i);

float pi = 3.1415926535;

int main(){

printf("Please enter the radius\n");

scanf("%f", &rad);

result = square(rad) \* pi \* 4;

printf("A sphere with the radius of: %.2f has an area of %.2f \n",rad, result );

return 0;

}

float square(float i){

return i\*i;

}