

character arrays and strings

→ char a = 'z';

'z'

a

→ Strings in c++ → 1D char. Arrays.
char. Arrays.

strings →

a	b	c	d	e	f
---	---	---	---	---	---

→ character Array

↓

char ch[10];

701
↓

a	b	-	-	-	g
---	---	---	---	---	---

701

~~array~~

int arr[10]

701
arr

7	9	-	-	-	4
---	---	---	---	---	---

cin >> n

i/p → cin >> name;

cin >> arr[i]

2001

a	o	u	e	l	-
---	---	---	---	---	---

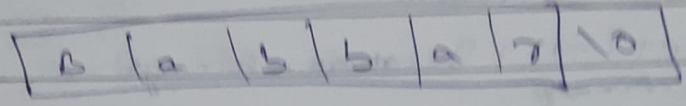
↓
null character
used as
terminator
↓
ASCII value
"0"

o/p → cout << name;

↓
2001

cin → execution stop → space " "
 enter "n"
 tab "t"

string s;
string str = "Babbar";



length → str.length();

str.pop-back('r');

↑
Babbarc.

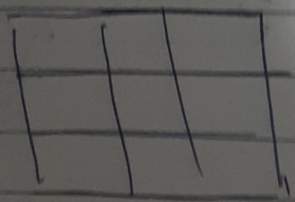
str.pop-back('c');

↑
Babba

cin → end stop → space, tab, newline.
for that.

We have to use cin.getline(str, len);

2D Arrays



arr1

--	--	--

arr2

--	--	--

arr3

--	--	--

10 rows, 10 col

arr1

--	--	--

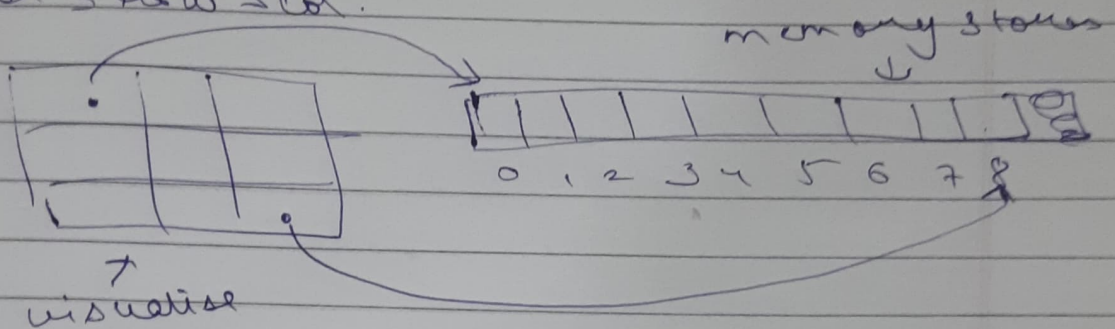
arr10

--	--	--

How 2D Array stored in Memory:

1000 row, 1000 col: It is diff to cater make 1000 arrays. So we will make a linear array.

Like, For 3 row 3 col.



Mathematical formula: $c \times i + j$.

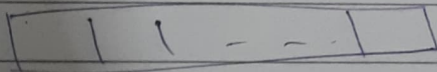
$$\text{For 1 row 0 col, } = 3 \times 1 + 0 = 3$$

$$\text{For 2 row, 1 col: } 3 \times 2 + 1 = 7$$

Creation of 2D Arrays:

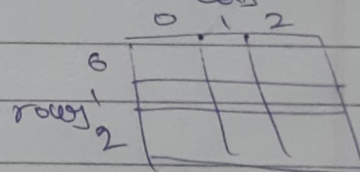
For linear,

1D \rightarrow `int arr[10];`



rows cols

`int arr[3][3];`



input:

1D array:

`cin >> arr[i]`

2D array:

`cin >> arr[i][j]`

output:

`cout << arr[i]`

2D:

`cout << arr[i][j];`