



INTRODUCTION

- Arrays a kind of data structure that can store a fixed-size sequential collection of elements of the same type.
- All arrays consist of contiguous memory locations. The lowest address corresponds to the first element and the highest address to the last element.
- Arrays are of two types:
- One-dimensional arrays
- o Multidimensional arrays

DECLARING AN ARRAY

 To declare an array in C, a programmer specifies the type of the elements and the number of elements required by an array as follows –

 $type\ arrayName\ [\ arraySize\];$

Syntax:

int mark[5];
char name[15];

mark[0] mark[1] mark[2] ma

INITIALIZE ARRAY

o int mark[5] = {19, 10, 8, 17, 9};

mark[0] mark[1] mark[2] mar

ACCESSING ARRAY ELEMENTS:

• Array elements are accessed by using an integer index. Array index starts with 0 and goes till size of array minus 1. Following are few examples.

```
void main()
{
  int arr[5];
  arr[0] = 5;
  arr[2] = -10;
  arr[3/2] = 2; // this is same as arr[1] = 2
  arr[3] = arr[0];
  printf("%d %d %d %d", arr[0], arr[1], arr[2],
  arr[3]);
```

STRING

- Strings are defined as an array of characters. The difference between a character array and a string is the string is terminated with a special character '\0'.
- Declaration of strings: Declaring a string is as simple as declaring a one dimensional array. Below is the basic syntax for declaring a string.
- o In the above char str_name[size];
- syntax str_name is any name given to the string variable and size is used define the length of the string, i.e the number of characters strings will store.

INITIALIZING A STRING

- A string can be initialized in different ways. We will explain this with the help of an example. Below is an example to declare a string with name as str and initialize it with "welcome".
- 1. char str[] = "welcome";
- $2.~{\rm char~str}[50] = {\rm ``welcome''};$
- 3. char str[] = {'w','e','l','c','o','m','e',' $\0$ '};
- $4.\;char\;str[14] = \{ \text{`w','e','l','c','o','m','e','} \setminus 0' \};\\$

```
EXAMPLE

void main()
{

    // declaring string
    char str[50];

    // reading string
    scanf("%s",str);

    // print string
    printf("%s",str);
}
```

INBUILT STRING FUNCTIONS o The functions present in the **string.h** header are: Function Use calculates the length of string strcat Appends one string at the end of another strncat Appends first n characters of a string at the end of another Copies a string into another strcpy strncpy Copies first n characters of one string into another Compares two strings strcmp strncmp Compares first n characters of two strings strchr Finds the first occurrence of a given character in a string strrchr Finds the last occurrence of a given character in a string Finds the first occurrence of a given string in another strstr string

```
LENGTH OF STRING
#include <stdio.h>
#include <string.h>
void main()
{
   char name[]= "Hello";
   int l;
   l = strlen(name);
   printf("length of %s = %d\n", name, l);
   return 0;
}
```

```
CONCATENATION OF STRING
#include <stdio.h>
#include <string.h>
void main()
{
  char s2[]= "World";
  char s1[20]= "Hello";
  strcat(s1, s2);
  printf("Source string = %s\n", s2);
  printf("Target string = %s\n", s1);
}
```

strcpy(s1, s2) copies the second string s2 to the first string s1. #include <string.h> #include <stdio.h> void main() { char s2[]= "Hello"; char s1[10]; strcpy(s1, s2); printf("Source string = %s\n", s2); printf("Target string = %s\n", s1); }

STRCMP

strcmp(s1, s2) compares two strings and finds out whether they are same or different. It compares the two strings character by character till there is a mismatch. If the two strings are identical, it returns a 0. If not, then it returns the difference between the ASCII values of the first non-matching pair of characters.

```
#include <stdio.h>
#include <strings.h>
int main()
{ char s1[ ]= "Hello";
 char s2[ ]= "World";
 int i, j;
 i = strcmp(s1, "Hello");
 j = strcmp(s1, s2);
 printf("%d \n %d\n", i, j);
}
```

REFERENCES

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