# **C** Programming

### **Strings**

#### String functions

C is a very powerful language using strings. It has a rich set of built-in functions that facilitate the use of strings in a program.

The built-in string functions require the following header file when used:

#### #include <string.h>

1. Finding the length of a string (i.e., finding the number of characters in a string)

## strlen()

• strlen() returns the number of characters in a string **excluding** the NULL character

```
/*
Built-in string functions
*/

#include <stdio.h>
#include <string.h>

int main(void)
{
    char name1[] = "Sharon";
    char name2[10] = "Mark";
    char *name3 = "Patrick";

int length = 0;
```

```
// length is assigned the number of characters in the string
inside array name1
  length = strlen(name1);

// Display the number of characters in the following strings
  printf("\n%d %d %d %d %d", strlen(name1), strlen(name2),
  strlen(name3), strlen("Mary"), length);

return 0;
}
```

Repl 18.1: https://replit.com/@michaelTUDublin/181-strlen#main.c

2. **Copying a string** (i.e., copying from one string to another string)

#### strcpy(string1, string2)

strcpy(destination\_string, source\_string)

- strcpy() copies the contents of the source string to the destination string
- the source string must be NULL terminated
- strcpy() assumes that the destination string is large enough to hold the string being copied to it

```
/*
Built-in string functions
*/
#include <stdio.h>
#include <string.h>
int main(void)
{
    char name1[] = "Sharon";
```

```
char name2[10] = "Mark";

// Copy the contents of name1 to name2
strcpy(name2, name1);

// Display the number of characters in the following strings
printf("\n%s", name2);

return 0;

} // end main()
```

Repl 18.2: <a href="https://replit.com/@michaelTUDublin/182-strcpy">https://replit.com/@michaelTUDublin/182-strcpy</a>

3. **Concatenating a string** (i.e., appending/joining one string to the end of another string)

### strcat(string1, string2)

strcat(destination\_string, source\_string)

- strcat() appends/joins the contents of the source string to the end of the destination string
- Both the source string and destination string must be NULL terminated
- strcat() assumes that the destination string is large enough to hold the newly appended string

```
/*
String functions
*/
#include <stdio.h>
#include <string.h>
```

```
int main()
{
    char str1[17] = "first and ";
    char str2[] = "second";

    printf("\n%s", str1);
    printf("\n%s", str2);

    // Concatenate / Join the contents of str1 to str2
    strcat(str1, str2);

    // Display the newly concatenated string
    printf("\n%s", str1);

    return 0;
} // end main()
```

Repl 18.3: https://replit.com/@michaelTUDublin/183-strcat

4. **Comparing two strings** (i.e., comparing all the characters of one string with another string)

### strcmp(string1, string2)

- strcmp() compares two NULL terminated strings
- strcmp() returns an integer
  - o returns 0 if both strings are identical
  - o returns a non-zero if the strings are different

```
/*
String functions
*/
```

```
#include <stdio.h>
#include <string.h>
int main()
   char str1[21];
   char str2[21];
   int result = 0;
   printf("Enter first string\n");
   scanf("%s", str1);
   //fgets(str1, 20, stdin);
   printf("Enter second string\n");
   scanf("%s", str2);
   //fgets(str2, 20, stdin);
   // Compare both strings and check if they are the same
   result = strcmp(str1, str2);
   //Check if the strings are the same
   if(result == 0)
       printf("\nStrings are the same");
   } // end if
   else
       printf("\nDifferent strings");
   } // end else
   return 0;
} // end main()
```

Repl 18.4: https://replit.com/@michaelTUDublin/184-strcmp

#### Finally ...

The above built-in functions in C are the most commonly used. C has a rich suite of other built-in string functions such as:

- strchr(string, character\_being\_searched); // Finds the first occurrence of a character in the string
- strncmp(string1, string2, n); // compares the first n characters in the two strings
- strncpy(destination\_string, source\_string, n); // copies the first n characters from the source string to the destination string