# String in C

Michio Honda

#### **Problem**

- How much are oranges?
  - We have a table of items and prices
  - Scanning the table from the top to find "orange" would be too slow

apple	60
peer	70
melon	110
orange	50
avocado	120

0

C

0

## String

week3/3a.c

```
#include <stdio.h>
int main {
 int i;
  char c;
 i = 1;
 c = 'a';
  printf("%p %d %p %c\n", &i, i, &c, c);
  // you will see something like
  // "0x5f94, 1, 0x5f98, a"
  char *cp;
  cp = &c;
  printf("%p %p %c\n", &cp, cp, *cp);
  // you will see something like
  // 0x5ff4, 0x5f98, a
  printf("%d\n", c);
  // you will see 97
```

0x5f94		0x5f98 (		0x5ff4		
	1	ʻa'		0x5f98		

## String

week3/3b.c

```
#include <stdio.h>
int
main()
  char foo[4];
  char *p;
  foo[0] = 'a';
  foo[1] = 'b';
  foo[2] = 'z';
  foo[3] = '\0';
  printf("foo %s\n", foo);
  printf("foo[0] %c foo[1] %c\n", foo[0], foo[1]);
  p = foo;
  printf("p %p foo %p *p %c\n", p, foo, *p);
  p = &foo[1];
  printf("*p %c\n", *p);
  return 0;
```

0x6f98					C		
	ʻa'	ʻb'	ʻz'	'\0'		0x6f98	

# Key value store

- week3/3c.c
- Find the price of item
- Algorithm (find kiwi)
  - Pick the first row
  - Compare the 1st character of the row and "kiwi"
     If they match, do so for 2nd character and continue

#### char keys[7][10]

а	р	р	1	е	\0			60
0	r	а	n	g	е	\0		70
k	i	W	i	\0				110
b	а	n	а	n	а	\0		50
1	İ	m	е	\0				70
m	е		0	n	\0			120
р	е	а	r	\0				100

- If all the characters match, return the value in the 10th byte
- o If unmatch, go to the next row

#### Hash table

- week3/3d.c
- Let's make it scalable
- A character is just a number
  - o e.g., 'a'=> 97
- Get some value within a range (e.g., 0-127) for an item key
  - o "kiwi"
  - o (107 + 105 + 119 + 105) % 128
- Use that value as index of an array
- We can reach the target table row without search!

