

# Intermediate Programming

## Day 5

# Outline

- Exercise 4
- *sizeof*
- ASCII characters
- Arrays
- C strings
- Review questions

# Exercise 4

- Declare variables

*gpa\_simple.c*

```
int main()
{
    char grade;           // Letter grade
    float credits;        // Credits for the course
    int count = 1;        // Iteration counter
    float gpa;            // Final GPA
    float value;          // Grade on 4.0 scale
    float valueSum = 0;    // Credit-weighted sum of grades
    float creditSum = 0;   // Sum of credits

    // Everything else
}
```

# Exercise 4

- Print header

```
gpa_simple.c
int main()
{
    // Declare variables

    printf( "Welcome to the GPA calculator!\n" );
    printf( "Enter grade and credits for each course below (ctrl-d to end):\n" );

    // Everything else
}
```

# Exercise 4

- Repeatedly prompt, read, and prompt for more (while the getting's good)

*gpa\_simple.c*

```
int main()
{
    // Declare variables
    // Print header

    printf( "course %d: " , count );           // Ask for initial input
    while( scanf( " %c %f" , &grade , &credits )!=2 ) // Test for valid input
    {
        // Transform the input character to a numerical value

        printf( "course %d: " , count );       // Ask for more input
    }

    // Everything else
}
```

Note: There is a space before %c.

This captures *all* whitespace characters, including the new-line character from the previous iteration.

Otherwise, the newline character is read into **grade**, and **scanf** will try to convert the grad character to a float (and fail).

# Exercise 4

- Transform the input character to a numerical value

*gpa\_simple.c*

```
int main()
{
    // Declare variables
    // Print header

    printf( "course %d: " , count );                // Ask for initial input
    while( scanf( " %c %f" , &grade , &credits )==2 ) // Test for valid input
    {
        switch( grade )                            // Convert letter grade to 4.0 scale
        {
            case 'A': value = 4.f; break;
            case 'B': value = 3.f; break;
            ...
            default: printf( "uh oh: unrecognized grade\n" ); return 1;
        }

        // Accumulate the values

        printf( "course %d: " , count );            // Ask for more input
    }

    // Everything else
}
```

# Exercise 4

- Accumulate the value and credits

*gpa\_simple.c*

```
int main()
{
    // Declare variables
    // Print header

    printf( "course %d: " , count );                // Ask for initial input
    while( scanf( " %c %f" , &grade , &credits )!=2 ) // Test for valid input
    {
        // Transform the input character to a numerical value

        valueSum += value * credits; // Accumulate credit-weighted grades
        creditSum += credits;        // Accumulate weights
        printf( "course %d: " , count );                // Ask for more input
    }

    // Everything else
}
```

# Exercise 4

- Compute the GPA, if possible, print, and determine status

*gpa\_simple.c*

```
int main()
{
    // Declare variables
    // Print header
    // Repeatedly prompt, read, process, and accumulate

    if( creditSum>0 )        // Check if there were any credits
    {
        gpa = valueSum / creditSum;    // Get the credit-weighted average
        printf( "\nGPA is %f\n" , gpa );
        if( gpa>3.5 ) printf( "Dean's list\n" );
        else if( gpa<=2.5 ) printf( "Uh-oh, Academic Probation...\n" );
    }
    else printf( "No credits attempted; no GPA to report\n" );

    return 0;
}
```



# Outline

- Exercise 4
- **sizeof**
- ASCII characters
- Arrays
- C strings
- Review questions

# Last time

- Integer types:
  - [unsigned] char: [un]signed character (typically 1 byte)
  - [unsigned] int: [un]signed integer (typically 4 bytes)
- Floating-point types:
  - float: single-precision floating point number (typically 4 bytes)
  - double: double-precision floating point number (typically 8 bytes)

# sizeof operator

- To determine the size of a type, you can use `sizeof`.

```
#include <stdio.h>
int main(void)
{
    int x = 75;
    printf( "Size of char: %d\n" , sizeof( char ) );
    printf( "Size of int: %d\n" , sizeof( x ) );
    return 0;
}
```

```
>> ./a.out
Size of char: 1
Size of int: 4
>>
```

# Outline

- Exercise 4
- `sizeof`
- ASCII characters
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# Characters

- Character type
  - a `char` variable holds a single character:
    - `char digit = '4';`      `// Has value 52`
    - `char bang = '!';`      `// Has value 33`
  - These *must* be single quotes. Double quotes are for strings, not `chars`
  - Behind the scenes, `char` is just like `int`:

`char digit = '4'-1;`

`digit` now contains the character `'3'` (and has value 51)

# ASCII

- The ASCII standard governs the mapping between characters and integers.

Dec	Hex	Oct	Chr	Dec	Hex	Oct	HTML	Chr	Dec	Hex	Oct	HTML	Chr	Dec	Hex	Oct	HTML	Chr
0	0	000	NULL	32	20	040	&#032;	Space	64	40	100	&#064;	@	96	60	140	&#096;	`
1	1	001	SoH	33	21	041	&#033;	!	65	41	101	&#065;	A	97	61	141	&#097;	a
2	2	002	SoTxt	34	22	042	&#034;	"	66	42	102	&#066;	B	98	62	142	&#098;	b
3	3	003	EoTxt	35	23	043	&#035;	#	67	43	103	&#067;	C	99	63	143	&#099;	c
4	4	004	EoT	36	24	044	&#036;	\$	68	44	104	&#068;	D	100	64	144	&#100;	d
5	5	005	Enq	37	25	045	&#037;	%	69	45	105	&#069;	E	101	65	145	&#101;	e
6	6	006	Ack	38	26	046	&#038;	&	70	46	106	&#070;	F	102	66	146	&#102;	f
7	7	007	Bell	39	27	047	&#039;	'	71	47	107	&#071;	G	103	67	147	&#103;	g
8	8	010	Bsp	40	28	050	&#040;	(	72	48	110	&#072;	H	104	68	150	&#104;	h
9	9	011	HTab	41	29	051	&#041;	)	73	49	111	&#073;	I	105	69	151	&#105;	i
10	A	012	LFeed	42	2A	052	&#042;	*	74	4A	112	&#074;	J	106	6A	152	&#106;	j
11	B	013	VTAB	43	2B	053	&#043;	+	75	4B	113	&#075;	K	107	6B	153	&#107;	k
12	C	014	FFeed	44	2C	054	&#044;	,	76	4C	114	&#076;	L	108	6C	154	&#108;	l
13	D	015	CR	45	2D	055	&#045;	-	77	4D	115	&#077;	M	109	6D	155	&#109;	m
14	E	016	SOut	46	2E	056	&#046;	.	78	4E	116	&#078;	N	110	6E	156	&#110;	n
15	F	017	SIn	47	2F	057	&#047;	/	79	4F	117	&#079;	O	111	6F	157	&#111;	o
16	10	020	DLE	48	30	060	&#048;	0	80	50	120	&#080;	P	112	70	160	&#112;	p
17	11	021	DC1	49	31	061	&#049;	1	81	51	121	&#081;	Q	113	71	161	&#113;	q
18	12	022	DC2	50	32	062	&#050;	2	82	52	122	&#082;	R	114	72	162	&#114;	r
19	13	023	DC3	51	33	063	&#051;	3	83	53	123	&#083;	S	115	73	163	&#115;	s
20	14	024	DC4	52	34	064	&#052;	4	84	54	124	&#084;	T	116	74	164	&#116;	t
21	15	025	NAck	53	35	065	&#053;	5	85	55	125	&#085;	U	117	75	165	&#117;	u
22	16	026	Syn	54	36	066	&#054;	6	86	56	126	&#086;	V	118	76	166	&#118;	v
23	17	027	EoTB	55	37	067	&#055;	7	87	57	127	&#087;	W	119	77	167	&#119;	w
24	18	030	Can	56	38	070	&#056;	8	88	58	130	&#088;	X	120	78	170	&#120;	x
25	19	031	EoM	57	39	071	&#057;	9	89	59	131	&#089;	Y	121	79	171	&#121;	y
26	1A	032	Sub	58	3A	072	&#058;	:	90	5A	132	&#090;	Z	122	7A	172	&#122;	z
27	1B	033	Esc	59	3B	073	&#059;	;	91	5B	133	&#091;	[	123	7B	173	&#123;	{
28	1C	034	FSep	60	3C	074	&#060;	<	92	5C	134	&#092;	\	124	7C	174	&#124;	
29	1D	035	GSep	61	3D	075	&#061;	=	93	5D	135	&#093;	]	125	7D	175	&#125;	}
30	1E	036	RSep	62	3E	076	&#062;	>	94	5E	136	&#094;	^	126	7E	176	&#126;	~
31	1F	037	USep	63	3F	077	&#063;	?	95	5F	137	&#095;	_	127	7F	177	&#127;	Delete

# ASCII

Q: What does this print?

```
#include <stdio.h>
int main( void )
{
    char char_0 = '0';
    int int_0 = char_0 - '0';
    printf( "Character printed as character: %c\n" , char_0 );
    printf( "Character printed as integer: %d\n" , char_0 );
    printf( "Integer printed as integer: %d\n" , int_0 );
}
```

```
>> ./a.out
Character printed as character: 0
Character printed as integer: 48
Integer printed as integer: 0
>>
```

# Outline

- Exercise 4
- `sizeof`
- ASCII characters
- **Arrays**
- C strings
- Review questions



# Static arrays

- Static arrays are declared/accessed using square brackets:

```
#include <stdio.h>
int main(void)
{
    int values[2];
    values[0] = 0;
    values[1] = 130;
    printf( "Array values: %d %d\n" , values[0] , values[1] );
    return 0;
}
```

```
>> ./a.out
Array values: 0 130
>>
```

# Static arrays

- Static arrays are declared/accessed using square brackets:
- C/C++ **does not** stop you from accessing values outside the array:

```
#include <stdio.h>
int main(void)
{
    int values[2];
    values[0] = 0;
    values[1] = 130;
    printf( "Array values: %d %d\n" , values[0] , values[2] );
    return 0;
}
```

```
>> ./a.out
Array values: 0 0
>>
```

# Static arrays

- Static arrays are declared/accessed using square brackets:
- C/C++ **does not** stop you from accessing values outside the array

```
#include <stdio.h>
int main(void)
{
    int values[2];
    values[0] = 0;
    values[1] = 130;
    printf( "Array values: %d %d\n" , values[0] , values[1024] );
    return 0;
}
```

```
>> ./a.out
Array values: 0 813401299
>>
```

# Static arrays

- Static arrays are declared/accessed using square brackets:
- C/C++ **does not** stop you from accessing values outside the array

```
#include <stdio.h>
int main(void)
{
    int x = 100;
    int values[2];
    int y = 100;
    values[0] = 0 ; values[1] = 1 ; values[2] = 2;
    printf( "values = { %d , %d } , y = %d\n" , values[0] , values[1] , y );
    return 0;
}
```

```
>> ./a.out
values = { 0 , 1 } , y = 2
>>
```

# Static arrays

- Static arrays are declared/accessed using square brackets:
- C/C++ **does not** stop you from accessing values outside the array

```
#include <stdio.h>
int main(void)
{
    int x = 100;
    int values[2];
    int y = 100;
    values[0] = 0 ; values[1] = 1 ; values[1000000] = 2;
    printf( "values = { %d , %d } , y = %d\n" , values[0] , values[1] , y );
    return 0;
}
```

```
>> ./a.out
Segmentation fault (core dumped)
>>
```

# Static arrays

- Static arrays are declared/accessed using square brackets:
- C/C++ **does not** stop you from accessing values outside the array:
- You can declare and assign array values at the same time
  - The array size is automatically determined from the assignment
  - The values are never in an undefined state.

```
#include <stdio.h>
int main(void)
{
    int values[] = { 0 , 130 };
    printf( "Array values: %d %d\n" , values[0] , values[1] );
    return 0;
}
```

```
>> ./a.out
Array values: 0 130
>>
```

# Static arrays

- You can determine the size of the contents (size of an entry times the number of entries) of a static array using the **sizeof** operator

```
#include <stdio.h>
int main(void)
{
    int values[] = { 0 , 130 };
    printf( "Array size: %d\n" , sizeof( values ) );
    return 0;
}
```

```
>> ./a.out
Array size: 8
>>
```

**Q:** Why does the array have size 8 if it only has two entries?

# Outline

- Exercise 4
- `sizeof`
- ASCII characters
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# Strings

- Strings are arrays of null-terminated characters
  - The null termination is required to indicate where the string ends
    - The character `'\0'` has value 0, so either is fine

```
#include <stdio.h>
int main(void)
{
    char str[] = { 'h' , 'e' , 'l' , 'l' , 'o' , '\0' };
    printf( "str: %s\n" , str );
    return 0;
}
```

```
>> ./a.out
str: hello
>>
```

# Strings

- Strings are arrays of null-terminated characters
  - The null termination is required to indicate where the string ends
    - The character `'\0'` has value 0, so either is fine
    - The character `'\n'` is a new-line
    - The character `'\t'` is a tab
    - The character `'\"'` is a quote
    - etc.

```
#include <stdio.h>
int main(void)
{
    char str[] = { 'h' , 'e' , 'l' , 'l' , 'o' , '\0' };
    printf( "str: %s\n" , str );
    return 0;
}
```

```
>> ./a.out
str: hello
>>
```

# Strings

- Strings are arrays of null-terminated characters
  - The null termination is required to indicate where the string ends
- Can use double-quotes to assign the string value

```
#include <stdio.h>
int main(void)
{
    char str[] = "hello";
    printf( "str: %s\n" , str );
    return 0;
}
```

```
>> ./a.out
str: hello
>>
```

# Strings

- Strings are arrays of null-terminated characters
  - The null termination is required to indicate where the string ends
- Can use double-quotes to assign the string value
  - Multiple quoted strings are merged into one long string
    - Makes it possible to split text across multiple lines

```
#include <stdio.h>
int main(void)
{
    char str[] = "hel"
                "lo";
    printf( "str: %s\n" , str );
    return 0;
}
```

```
>> ./a.out
str: hello
>>
```

# String functions (declared in `string.h`)

- `strlen`: Get the length of a string

```
#include <stdio.h>
#include <string.h>
int main( void )
{
    char str[] = "hello";
    printf( "string length : %d\n" , strlen( str ) );
    return 0;
}
```

```
>> ./a.out
string length: 5
>>
```

# String functions (declared in `string.h`)

- `strlen`: Get the length of a string

```
#include <stdio.h>
#include <string.h>
int main( void )
{
    char str[] = "hello";
    printf( "string length / size: %d %d %s\n" , strlen( str ) , sizeof( str ) , str );
    return 0;
}
```

```
>> ./a.out
string length / size: 5 6 hello
>>
```

**Q:** Why are the length and size different?

# String functions (declared in `string.h`)

- `strlen`: Get the length of a string

```
#include <stdio.h>
#include <string.h>
int main( void )
{
    char str[] = "hello";
    str[2] = 0;
    printf( "string length: %d %s\n" , strlen( str ) , str );
    return 0;
}
```

```
>> ./a.out
string length: 2 he
>>
```

# String functions (declared in `string.h`)

- **strcpy**: Copy the contents of one string into the other
  - The target must be large enough to store the source and its null-terminator

```
#include <stdio.h>
#include <string.h>
int main(void)
{
    char source[] = "hello";
    char target[6];
    strcpy( target , source );
    printf( "string: %s\n" , target );
    return 0;
}
```

```
>> ./a.out
string: hello
>>
```



# String functions (declared in `string.h`)

- **strcmp**: Compare two strings
  - returns  $< 0$ : If the first string comes before the second
  - returns  $> 0$ : If the second string comes before the first
  - returns  $0$ : if the strings are equal

```
#include <stdio.h>
#include <string.h>
int main(void)
{
    char str1[] = "hello";
    char str2[] = "goodbye";
    printf( "compare( %s , %s ) = %d\n" , str1 , str2 , strcmp( str1 , str2 ) );
    return 0;
}
```

```
>> ./a.out
compare( hello , goodbye ) = 1
>>
```

# String functions (declared in `string.h`)

- `strtok`: Tokenizes a string
- `strcat`: Concatenates two strings
- and much, much more

# String functions (declared in `stdlib.h`)

- `atoi`: converts a string into an integer
- `atof`: converts a string into a (double-precision) floating point value

```
#include <stdio.h>
#include <stdlib.h>
int main(void)
{
    char str[] = "120";
    int i = atoi( str );
    double d = atof( str );
    printf( "%s -> %d : %f\n" , str, i , d );
    return 0;
}
```

```
>> ./a.out
120 -> 120 : 120.000000
>>
```

# Outline

- Exercise 4
- *sizeof*
- ASCII characters
- Arrays
- C strings
- Review questions

# Review questions

1. When we declare an array in C, what are the initial values?

Undefined

# Review questions

2. What is the ASCII (Unicode) table?

A mapping between characters and integer values

# Review questions

3. What is a null terminator? What is its ASCII value?

A character whose integer value is zero, indicating the end of a string

# Review questions

4. Consider a c-string as "ab\0cd\0", what is the string length?

2



# Review questions

5. How do we check if two c-strings are the same? In addition, are these two strings the same: "ab\0cd\0" and "ab\0"?

Read through the strings together until hitting the first null terminator:

- Return true if
  - The characters read up to the null terminator are the same, and
  - Both strings have a null terminator in the same position
- Otherwise return false

Yes

# Exercise 5

- Website -> Course Materials -> Exercise 5