

Day 5 (Wed 2/2)

- Exercise 4 review
- Day 5 recap Qs
- arrays, C strings
- Exercise 5

- Hw0 due Friday 2/4
- HW1 due Friday 2/11

slido.com
jhuintprog01
↑
zero

If you are remote:
Use slack workspace to
ask for help during exercise

Exercise 4

- scanf returns the number of data values successfully read (so, useful for detecting end of input)
possible main loop

```
char grade;  
float points;
```

```
int num_read = scanf(" %c %f", &grade, &points);
```

```
while (num_read == 2) {
```

handle
grade

```
    num_read = scanf(" %c %f", &grade, &points);
```

```
}
```

A ☒
2.1 ☒
B ☒
3.0 ☒
↑
new
line
characters

You usually want a space before %c when using scanf - tells scanf to skip whitespace characters

Exercise 4 (continued)

```
switch (grade) {
```

```
case 'A':
```

```
case 'a':
```

```
    code
```

```
    break;
```

```
case 'B':
```

```
case 'b':
```

```
    code
```

```
    break;
```

```
    :
```

```
default:
```

```
    code if no case  
    label was matched
```

```
    break;
```

```
}  
*
```

must be careful not to
forget a break statement
at the end of the code
that handles a particular
case or cases

1. When we declare an array in C, what are the initial values?
2. What is the ASCII (Unicode) table?
3. What is a null terminator? What is its ASCII value?
4. Consider c-string "ab\0cd\0" - what is the reported string length?
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"?

```
int a[4];
```

```
printf("god\n", a[0]);
```



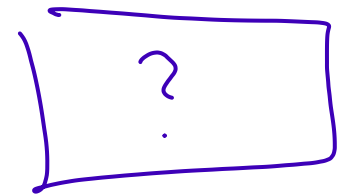
use of
uninitialized value

```
int a[4] = { 1, 2, 3, 4 };
```

```
int a[4] = { 0 }; // all elements will be zero
```

```
int x;
```

```
printf("god\n",  
x);
```



ASCII

char	integer
A	65
Ø	48
_	32
\n	10
\0	0 (NUL)

Unicode

ASCII

+

all other
text characters

```
char s[10] = { 'c', 's', '2', '2', '0', '\0' };
```

```
printf("cs220\n", s);
```

CS220

```
char s[] = "ab\0cd\0";  
printf("%d\n", (int)strlen(s));
```

2

```
char s1[] = "ab\0cd\0",  
s2[] = "ab\0";
```

```
int x = strcmp(s1, s2);
```

```
printf("%d\n", x);
```

0

```
char str[1000]; // could store any string  
                // up to 999 chars
```

gcc -o myexe

```
char a[10];
```

```
⋮
```

```
strcpy(a, "Hello, how are you?");
```

↑
too small!

⇒ undefined behavior

valgrind

