# UNIT – 2 STRINGS

#### OUTLINE

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### String and their representation

#### What is string?

- A string is an array of characters.
- It is also define as number of characters written in double quotation mark.

#### Example: "Hi hello"

- Each string is terminated by the NULL character, which indicates end of string.
- NULL character is denoted by the escape sequence '\0'.
- The NULL character is automatically appended to the end of the characters in a string constant when they are stored.

### String and their representation

#### Character set of string

- 1. Alphabets:
  - Lower case: a to z
  - Upper case: A to Z
- 2. Numeric: 0 to 9
- 3. Special character: +, -, \*, /, (), {}, [], "", Null etc.

### String and their representation

#### Common operation performed on string

- Reading and writing strings
- Count length of string
- Concatenation of string
- Copying one string to another
- Comparing string for equality
- Extracting some portion of a string (Sub-string)
- > Text editing
- Pattern matching

### Reading and Writing Strings

The string is declared as follows,

#### char name[15];

- Where name is a string which can store maximum 14 characters and one byte is needed to store the ('\0') NULL character at end of string.
- String can be initializes as below,

```
char name[4] = "xyz";
```

The same can also be declared by

```
char name[4] = {(x', 'y', 'z')};
```

 In above declaration, size is not compulsory and if not given compiler automatically computes and put it.

### Reading and Writing Strings

#### Reading a string

- There are two functions used for reading a string: scanf() and gets().
- The major difference between them is scanf() is useful to read only words while gets() can be used to read string with space and tab also.

#### scanf("%s", name);

When we enter following input from keyboard

#### Hi hello

- It accepts only "Hi" to string variable name.
- The second word "hello" remains into buffer and subsequent scanf() may be read.
- The gets() function used as,

#### gets(name);

### Reading and Writing Strings

#### Writing a string

- For writing a string use printf() statement with %s format specifier for control string.
- For example, printf("%s",name);
- This prints the string stored in the string variable name.

#### 1. String Length Operation:

• The number of characters in a string is called its length. Example: The string "Computer" has length 8.

```
Algorithm: LEN (STR)
```

```
Step 1: [Initialization] I ← 0
```

Step 2: [Read string] Read (STR)

Step 3: repeat While (STR[I] <>NULL)

I ← I+1

Step 4: [Display length]
Write ('Length of string: I')

Step 5: [Finished]
Exit.

#### 2. String Copy Operation:

 Suppose we have two string s1 and s2, then if we want to copy string s2 into s1 we required copy function.

```
S1 = Blank or NULL string
S2 = "Computer"
```

XSTRCOPY(s1, s2) will copy string s2 into s1.

**Algorithm: XSTRCOPY (STR 1, STR 2)** 

```
Step 1: [Initialization]

STR1 ← NULL

i ← 0
```

Step 2: [Read the string STR2]
Read (STR 2)

#### 3. Concatenation Operation:

- Suppose we have two string s1 and s2 then concatenation of s1 and s2 are combining two strings together in one string.
- We required a concatenation function such as XSTRCAT(s1, s2).

```
Example: if s1 = "hi" and s2 = "hello"
```

Then concatenation of s1 and s2 = "hihello".

#### Algorithm: XSTRCAT(STR1, STR2, STR3)

```
Step 1: [Initialization]
STR3 \leftarrow NULL
i \leftarrow 0
j \leftarrow 0
k \leftarrow 0
```

Step 5 : [Finished]

Fxit

```
Step 2: [Copy STR1 string into STR3]
        repeat while(i<> LEN (STR1))
                (a) STR3 [k] ← STR1 [i]
                (b) i \leftarrow i+1
                (c) k \leftarrow k+1
Step 3: [Append STR2 string into STR3]
        repeat while (j <> LEN(STR2))
                 (a) STR3 [k] ← STR2 [i]
                 (b) j \leftarrow j+1
                 (c) k \leftarrow k+1
Step 4: [Print the string after concatenation Operation performed]
        write ("STR3")
```

#### 4. Substring Operation:

- In a given string, if we want to find a specific string or character, we required a substring function.
- For finding a substring from a string we must specify a starting character position and number of character of a string.

Example: String are **s1** = "Computer",

cursor = starting position of sub string

**num** = number of character of sub string

- A sub string function as XSUBSTR(s1, cursor, num).
- Suppose we have cursor = 4 and num = 3.

XSUBSTR(s1, 4, 3) = "put".

```
Algorithm: XSUBSTR (STR, cursor, num)
Step 1: [initialization]
                i \leftarrow 0
                subject ← NULL
Step 2: repeat while (num <> 0)
             (i) subject [i] ← STR [cursor]
             (ii) cursor ← cursor +1
             (iii) i ← i+1
             (iv) num \leftarrow num-1
Step 3: [Print original string and sub string]
               (i)write ("subject")
Step 4: [Finished]
         Exit.
```

#### 5. String Comparison:

- In string comparison operation, if two strings s1 and s2 are given.
- If we compare s1 and s2 character by character.
- If both are same then print "Both string are equal" and if both are different then print "Both string are not equal".
- Example: If s1 = "Hello" and s2 = "Hello" then XSTRCMP(s1, s2) = true.
  If s1 = "Hi" and s2 = "Hello" then XSTRCMP(s1, s2) = false.

```
Algorithm: XSTRCMP(STR1, STR2)
Step 1: [Initialization]
        i \leftarrow 0
        Flag \leftarrow 0
Step 2: [Read two string]
        Read (STR1)
        Read (STR2)
Step 3: [Finding the length of two string]
        i1 ← LEN (STR1)
        i2 \leftarrow LEN (STR2)
Step 4: [Check the length of both string]
        if( i1 <> i2 )
        then
                 Write("Both string are different")
                 Exit
```

```
Step 5: [Compare two string character by character]
        Repeat while (i <= i1)
               if(STR1 [i]<> STR2[i])
               then
                      Write ("Both string are different")
                      Flag ← 1
                      Exit
               i ← i+1
Step 6: if (Flag = 0)
        then
               Write(" Both string are same")
Step 7: [Finished]
        Exit
```

#### 6. String (text) Insertion:

 If we want to insert a sub string (word) at some location (position). We required insert function.

INSERTION(string, position, sub string)

• Example: Suppose we have a string, **string = "My name XYZ"** and we have to insert a sub string **"is"** at position number 8.

Using insertion function, INSERTION (string, 8,

"is")

Output: My name is xyz.

```
Algorithm: Insertion (text, position, string)
Step 1 : [Initialization]
        i \leftarrow 0
        i \leftarrow 0
         Temp <- null
Step 2 : [To reach at position for insert]
         repeat While(i <> position)
                  (i) temp[i] \leftarrow text[i]
                  (ii) i ← i+1
Step 3 : [Insert a string at position]
         repeat While(j <> LEN(string))
                  (a) temp[i] ← string[j]
                  (b) i \leftarrow i+1
                  (c) i \leftarrow i+1
```

Exit.

```
Step 4: [Insert rest of character after Inserting String]
       repeat While (text[position] <> NULL)
               (i) temp[i] ← text[position]
               (ii) i \leftarrow i + 1
               (iii) position ← position+1
Step 5: [Print the string after insertion]
       Write ("temp")
Step 6 : [finished]
```

#### 7. String (text) Deletion:

- If we want to delete a sub string from a string at specific position with number of characters. We required a deletion function DELETE(string, position, length).
- Example: Suppose we have a string,

```
string = "Computer science and engg."
```

position = 13 (Starting position of word)

**length = 3** (Number of characters to delete)

DELETE(string, position, length)

Output: Computer scie and engg.

```
Algorithm : Deletion (text, position, length)
Step 1: [Initialization]
       i \leftarrow 0
       j ← length
        k \leftarrow 0
        temp <- Null
Step 2: [To reach at position for delete a string]
        repeat While (i<> position)
                (i) temp [k] \leftarrow text [i]
                (ii) i \leftarrow i + 1
                (iii) k ← k+1
Step 3: [To find new position after deletion a string]
        i ← (position + length)
```

```
Step 4: [Insert rest of character]
        repeat While (text[i] <> NULL)
                 (i)temp[ k ] \leftarrow text[ i ]
                 (ii)k \leftarrow k + 1
                 (iii) i \leftarrow i + 1
Step 5: [Print the string after deletion]
        Write ("temp")
Step 6: [finished]
        Exit
```

#### 8. String Appending:

- Appending a string in existing string means we add new string at end of existing string.
- For appending we assume following variable,

```
text = Original string
```

string = word or new string which is append in original

string

**APPEND** (text, string)

#### **Algorithm: APPEND (text, string)**

Step 1: [Initialization]

```
Step 2: [to reach at end of text]
        Repeat While ( i <> LEN(text))
                   (i) i \leftarrow i + 1
Step 3: [appending a string]
        Repeat While( j <> LEN(string))
                (i) text[ I ] \leftarrow string[ j ]
                (ii) i \leftarrow i + 1
                (iii) i \leftarrow i + 1
Step 4: [Print the string after appending]
        Write ("text")
Step 5: [finished]
        Exit.
```

#### 9. Reversing a String:

- Reversing a string means existing string print from last character to first character.
- For reversing we assume following variable,

```
string1 = Original string
```

string2 = Used for storing reverse string

**REVERSE** (string1, string2)

#### **Algorithm:** REVERSE(string1,string2)

Step 1:[initialization]

$$j \leftarrow 0$$

```
Step 2:[to reach at end of original string]
       Repeat While(i<>LEN(string 1))
              i ← i+1
Step 3: [store reverse string from original string]
       Repeat While(i \ge 0)
              string2[j] ← string1[i]
              j ← j+1
              i ← i-1
Step 4: [print the reverse]
       Write("string2")
Step 5: [finished]
       Exit.
```

## Converting character of string into upper case and lower case:

- Converting a string from upper case to lower case by adding 32 in existing string and lower case to upper case by subtracting 32 from existing string.
- For upper case and lower case we assume following variable,

string1: Original string

string2: to store upper case string

**UPPER (string1, string2)** 

LOWER (string1, string2)

```
Algorithm: UPPER_CASE(string1,string2)
Step 1: [initialization]
        i \leftarrow 0
Step 2: [to convert lower to upper case]
        Repeat While(i<>LEN(string1))
                if(string1[i]>='a' AND string1[i]<='z') then
                string2[i] \leftarrow string1[i]-32
                else
                string2[i] ← string1[i]
                i ← i+1
Step 3: [print the upper case string]
        Write("string2")
Step 4: [finished]
        Exit
```

```
Algorithm: LOWER_CASE(string 1,string 2)
Step 1:[initialization]
        i \leftarrow 0
Step 2:[to convert upper to lower case]
        Repeat While(i<>LEN(string1)
        if(string1[i]>='A' AND string1[i]<='Z') then
                string2[i] \leftarrow string1[i]+32
        else
                string2[i] ← string1[i]
                i ← i+1
Step 3:[print the lower case string]
        Write("string2")
Step 4:[finished]
         Exit.
```

# Thank You