

# Take Care with Char

ESC101: Fundamentals of Computing

Purushottam Kar

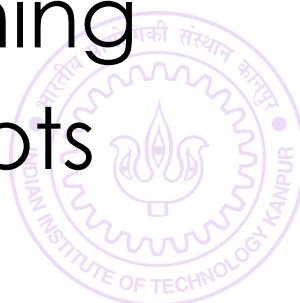
# Mid-sem Theory Exam

- September 22<sup>nd</sup>, 2018 (Saturday)
- Time: 1PM – 3PM
- Room: announced shortly
- Syllabus: till whatever is covered till Sep 14<sup>th</sup> tutorial
- No Make-up Exam – do not miss this exam
- Open handwritten notes – no printouts, mobiles, iPads.



# Doubt-clearing Session

- Date: September 15<sup>th</sup>, 2018 (coming Saturday)
- Time: 5PM – 7PM
- Room: CC-02
- Students not comfortable with English are welcome
- Other students also welcome to clear doubts
- Please revise and have list of doubts before coming
- Will not cover lectures again in detail – only doubts



# Advanced Track

- 29 students selected for advanced track
- Sorry for delay in sending out mentor allocation
- Had a marathon 4 hours grading session last night 😊
- Will definitely send out notifications this afternoon



# Char: new datatype

5



# Char: new datatype

Close cousin of the int and long datatypes

5



# Char: new datatype

5

Close cousin of the int and long datatypes

Internally stored as an integer between 0 and 127



# Char: new datatype

5

Close cousin of the int and long datatypes

Internally stored as an integer between 0 and 127



# Char: new datatype

5

Close cousin of the int and long datatypes

Internally stored as an integer between 0 and 127

```
#include <stdio.h>
```



# Char: new datatype

5

Close cousin of the int and long datatypes

Internally stored as an integer between 0 and 127

```
#include <stdio.h>
int main(){
```



# Char: new datatype

5

Close cousin of the int and long datatypes

Internally stored as an integer between 0 and 127

```
#include <stdio.h>
```

```
int main(){
```

```
char a = 'p';
```



# Char: new datatype

5

Close cousin of the int and long datatypes

Internally stored as an integer between 0 and 127

```
#include <stdio.h>
int main(){
char a = 'p';
scanf("%c", &a);
```



# Char: new datatype

5

Close cousin of the int and long datatypes

Internally stored as an integer between 0 and 127

```
#include <stdio.h>

int main(){
    char a = 'p';
    scanf("%c", &a);
    printf("My first char %c", a);
}
```



# Char: new datatype

5

Close cousin of the int and long datatypes

Internally stored as an integer between 0 and 127

```
#include <stdio.h>

int main(){
    char a = 'p';
    scanf("%c", &a);
    printf("My first char %c", a);
    return 0;
```



# Char: new datatype

5

Close cousin of the int and long datatypes

Internally stored as an integer between 0 and 127

```
#include <stdio.h>

int main(){
    char a = 'p';
    scanf("%c", &a);
    printf("My first char %c", a);
    return 0;
}
```



# Char: new datatype

5

Close cousin of the int and long datatypes

Internally stored as an integer between 0 and 127

```
#include <stdio.h>
```

```
int main(){
```

```
char a = 'p';
```

```
scanf("%c", &a);
```

```
printf("My first char %c", a);
```

```
return 0;
```

```
}
```



a



# Char: new datatype

5

Close cousin of the int and long datatypes

Internally stored as an integer between 0 and 127

```
#include <stdio.h>
```

```
int main(){
```

```
char a = 'p';
```

```
scanf("%c", &a);
```

```
printf("My first char %c", a);
```

```
return 0;
```

```
}
```

p

a



# Char: new datatype

5

Close cousin of the int and long datatypes

Internally stored as an integer between 0 and 127

```
#include <stdio.h>
```

```
int main(){
```

```
char a = 'p';
```

```
scanf("%c", &a);
```

```
printf("My first char %c", a);
```

```
return 0;
```

```
}
```

p

a

%c



# Char: new datatype

5

Close cousin of the int and long datatypes

Internally stored as an integer between 0 and 127

```
#include <stdio.h>
```

```
int main(){
```

```
char a = 'p';
```

```
scanf("%c", &a);
```

```
printf("My first char %c", a);
```

```
return 0;
```

```
}
```

p

a

%c

Char constants enclosed in ' '



# Char: new datatype

5

Close cousin of the int and long datatypes

Internally stored as an integer between 0 and 127

```
#include <stdio.h>
```

```
int main(){
```

```
char a = 'p';
```

```
scanf("%c", &a);
```

```
printf("My first char %c", a);
```

```
return 0;
```

```
}
```

p

a

%c

Char constants enclosed in ' '

Integer arithmetic applies to char as well +, -, /, \*, %, ()



# Char: new datatype

5

Close cousin of the int and long datatypes

Internally stored as an integer between 0 and 127

```
#include <stdio.h>
```

```
int main(){
```

```
char a = 'p';
```

```
scanf("%c", &a);
```

```
printf("My first char %c", a);
```

```
return 0;
```

```
}
```

p

a

%c

Char constants enclosed in ' '

Integer arithmetic applies to char as well +, -, /, \*, %, ()

Can use it for nice tricks but be careful



# Char: new datatype

5

Close cousin of the int and long datatypes

Internally stored as an integer between 0 and 127

```
#include <stdio.h>
```

```
int main(){
```

```
char a = 'p';
```

```
scanf("%c", &a);
```

```
printf("My first char %c", a);
```

```
return 0;
```

```
}
```

p

a

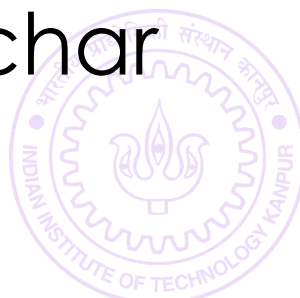
%c

Char constants enclosed in ' '

Integer arithmetic applies to char as well +, -, /, \*, %, ()

Can use it for nice tricks but be careful

Can typecast to/from char



# Char: new datatype

5

Close cousin of the int and long datatypes

Internally stored as an integer between 0 and 127

```
#include <stdio.h>
```

```
int main(){
```

```
char a = 'p';
```

```
scanf("%c", &a);
```

```
printf("My first char %c", a);
```

```
return 0;
```

```
}
```

p

a

%c

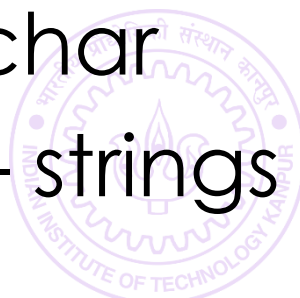
Char constants enclosed in ' '

Integer arithmetic applies to char as well +, -, /, \*, %, ()

Can use it for nice tricks but be careful

Can typecast to/from char

Can have char arrays – strings



# Char: new datatype

5

Close cousin of the int and long datatypes

Internally stored as an integer between 0 and 127

```
#include <stdio.h>
```

```
int main(){
```

```
char a = 'p';
```

```
scanf("%c", &a);
```

```
printf("My first char %c", a);
```

```
return 0;
```

```
}
```

p

a

%c

Char constants enclosed in ' '

Integer arithmetic applies to char as well +, -, /, \*, %, ()

Can use it for nice tricks but be careful

Can typecast to/from char

Can have char arrays – strings

Case sensitive 'a', 'A' different



# ASCII TABLE

25

Decimal	Hex	Char	Decimal	Hex	Char	Decimal	Hex	Char	Decimal	Hex	Char
0	0	[NULL]	32	20	[SPACE]	64	40	@	96	60	`
1	1	[START OF HEADING]	33	21	!	65	41	A	97	61	a
2	2	[START OF TEXT]	34	22	"	66	42	B	98	62	b
3	3	[END OF TEXT]	35	23	#	67	43	C	99	63	c
4	4	[END OF TRANSMISSION]	36	24	\$	68	44	D	100	64	d
5	5	[ENQUIRY]	37	25	%	69	45	E	101	65	e
6	6	[ACKNOWLEDGE]	38	26	&	70	46	F	102	66	f
7	7	[BELL]	39	27	'	71	47	G	103	67	g
8	8	[BACKSPACE]	40	28	(	72	48	H	104	68	h
9	9	[HORIZONTAL TAB]	41	29	)	73	49	I	105	69	i
10	A	[LINE FEED]	42	2A	*	74	4A	J	106	6A	j
11	B	[VERTICAL TAB]	43	2B	+	75	4B	K	107	6B	k
12	C	[FORM FEED]	44	2C	,	76	4C	L	108	6C	l
13	D	[CARRIAGE RETURN]	45	2D	-	77	4D	M	109	6D	m
14	E	[SHIFT OUT]	46	2E	.	78	4E	N	110	6E	n
15	F	[SHIFT IN]	47	2F	/	79	4F	O	111	6F	o
16	10	[DATA LINK ESCAPE]	48	30	0	80	50	P	112	70	p
17	11	[DEVICE CONTROL 1]	49	31	1	81	51	Q	113	71	q
18	12	[DEVICE CONTROL 2]	50	32	2	82	52	R	114	72	r
19	13	[DEVICE CONTROL 3]	51	33	3	83	53	S	115	73	s
20	14	[DEVICE CONTROL 4]	52	34	4	84	54	T	116	74	t
21	15	[NEGATIVE ACKNOWLEDGE]	53	35	5	85	55	U	117	75	u
22	16	[SYNCHRONOUS IDLE]	54	36	6	86	56	V	118	76	v
23	17	[ENG OF TRANS. BLOCK]	55	37	7	87	57	W	119	77	w
24	18	[CANCEL]	56	38	8	88	58	X	120	78	x
25	19	[END OF MEDIUM]	57	39	9	89	59	Y	121	79	y
26	1A	[SUBSTITUTE]	58	3A	:	90	5A	Z	122	7A	z
27	1B	[ESCAPE]	59	3B	;	91	5B	[	123	7B	{
28	1C	[FILE SEPARATOR]	60	3C	<	92	5C	\	124	7C	
29	1D	[GROUP SEPARATOR]	61	3D	=	93	5D	]	125	7D	}
30	1E	[RECORD SEPARATOR]	62	3E	>	94	5E	^	126	7E	~
31	1F	[UNIT SEPARATOR]	63	3F	?	95	5F	_	127	7F	[DEL]

# ASCII TABLE

American Standard Code  
for Information Interchange

25

Decimal	Hex	Char	Decimal	Hex	Char	Decimal	Hex	Char	Decimal	Hex	Char
0	0	[NULL]	32	20	[SPACE]	64	40	@	96	60	`
1	1	[START OF HEADING]	33	21	!	65	41	A	97	61	a
2	2	[START OF TEXT]	34	22	"	66	42	B	98	62	b
3	3	[END OF TEXT]	35	23	#	67	43	C	99	63	c
4	4	[END OF TRANSMISSION]	36	24	\$	68	44	D	100	64	d
5	5	[ENQUIRY]	37	25	%	69	45	E	101	65	e
6	6	[ACKNOWLEDGE]	38	26	&	70	46	F	102	66	f
7	7	[BELL]	39	27	'	71	47	G	103	67	g
8	8	[BACKSPACE]	40	28	(	72	48	H	104	68	h
9	9	[HORIZONTAL TAB]	41	29	)	73	49	I	105	69	i
10	A	[LINE FEED]	42	2A	*	74	4A	J	106	6A	j
11	B	[VERTICAL TAB]	43	2B	+	75	4B	K	107	6B	k
12	C	[FORM FEED]	44	2C	,	76	4C	L	108	6C	l
13	D	[CARRIAGE RETURN]	45	2D	-	77	4D	M	109	6D	m
14	E	[SHIFT OUT]	46	2E	.	78	4E	N	110	6E	n
15	F	[SHIFT IN]	47	2F	/	79	4F	O	111	6F	o
16	10	[DATA LINK ESCAPE]	48	30	0	80	50	P	112	70	p
17	11	[DEVICE CONTROL 1]	49	31	1	81	51	Q	113	71	q
18	12	[DEVICE CONTROL 2]	50	32	2	82	52	R	114	72	r
19	13	[DEVICE CONTROL 3]	51	33	3	83	53	S	115	73	s
20	14	[DEVICE CONTROL 4]	52	34	4	84	54	T	116	74	t
21	15	[NEGATIVE ACKNOWLEDGE]	53	35	5	85	55	U	117	75	u
22	16	[SYNCHRONOUS IDLE]	54	36	6	86	56	V	118	76	v
23	17	[ENG OF TRANS. BLOCK]	55	37	7	87	57	W	119	77	w
24	18	[CANCEL]	56	38	8	88	58	X	120	78	x
25	19	[END OF MEDIUM]	57	39	9	89	59	Y	121	79	y
26	1A	[SUBSTITUTE]	58	3A	:	90	5A	Z	122	7A	z
27	1B	[ESCAPE]	59	3B	;	91	5B	[	123	7B	{
28	1C	[FILE SEPARATOR]	60	3C	<	92	5C	\	124	7C	
29	1D	[GROUP SEPARATOR]	61	3D	=	93	5D	]	125	7D	}
30	1E	[RECORD SEPARATOR]	62	3E	>	94	5E	^	126	7E	~
31	1F	[UNIT SEPARATOR]	63	3F	?	95	5F	_	127	7F	[DEL]

# ASCII TABLE

American Standard Code  
for Information Interchange

25

Decimal	Hex	Char	Decimal	Hex	Char	Decimal	Hex	Char	Decimal	Hex	Char
0	0	[NULL]	32	20	[SPACE]	64	40	@	96	60	`
1	1	[START OF HEADING]	33	21	!	65	41	A	97	61	a
2	2	[START OF TEXT]	34	22	"	66	42	B	98	62	b
3	3	[END OF TEXT]	35	23	#	67	43	C	99	63	c
4	4	[END OF TRANSMISSION]	36	24	\$	68	44	D	100	64	d
5	5	[ENQUIRY]	37	25	%	69	45	E	101	65	e
6	6	[ACKNOWLEDGE]	38	26	&	70	46	F	102	66	f
7	7	[BELL]	39	27	'	71	47	G	103	67	g
8	8	[BACKSPACE]	40	28	(	72	48	H	104	68	h
9	9	[HORIZONTAL TAB]	41	29	)	73	49	I	105	69	i
10	A	[LINE FEED]	42	2A	*	74	4A	J	106	6A	j
11	B	[VERTICAL TAB]	43	2B	+	75	4B	K	107	6B	k
12	C	[FORM FEED]	44	2C	,	76	4C	L	108	6C	l
13	D	[CARRIAGE RETURN]	45	2D	-	77	4D	M	109	6D	m
14	E	[SHIFT OUT]	46	2E	.	78	4E	N	110	6E	n
15	F	[SHIFT IN]	47	2F	/	79	4F	O	111	6F	o
16	10	[DATA LINK ESCAPE]	48	30	0	80	50	P	112	70	p
17	11	[DEVICE CONTROL 1]	49	31	1	81	51	Q	113	71	q
18	12	[DEVICE CONTROL 2]	50	32	2	82	52	R	114	72	r
19	13	[DEVICE CONTROL 3]	51	33	3	83	53	S	115	73	s
20	14	[DEVICE CONTROL 4]	52	34	4	84	54	T	116	74	t
21	15	[NEGATIVE ACKNOWLEDGE]	53	35	5	85	55	U	117	75	u
22	16	[SYNCHRONOUS IDLE]	54	36	6	86	56	V	118	76	v
23	17	[ENG OF TRANS. BLOCK]	55	37	7	87	57	W	119	77	w
24	18	[CANCEL]	56	38	8	88	58	X	120	78	x
25	19	[END OF MEDIUM]	57	39	9	89	59	Y	121	79	y
26	1A	[SUBSTITUTE]	58	3A	:	90	5A	Z	122	7A	z
27	1B	[ESCAPE]	59	3B	;	91	5B	[	123	7B	{
28	1C	[FILE SEPARATOR]	60	3C	<	92	5C	\	124	7C	
29	1D	[GROUP SEPARATOR]	61	3D	=	93	5D	]	125	7D	}
30	1E	[RECORD SEPARATOR]	62	3E	>	94	5E	^	126	7E	~
31	1F	[UNIT SEPARATOR]	63	3F	?	95	5F	_	127	7F	[DEL]

# ASCII TABLE

American Standard Code  
for Information Interchange

25

Decimal	Hex	Char	Decimal	Hex	Char	Decimal	Hex	Char	Decimal	Hex	Char
0	0	[NULL]	32	20	[SPACE]	64	40	@	96	60	`
1	1	[START OF HEADING]	33	21	!	65	41	A	97	61	a
2	2	[START OF TEXT]	34	22	"	66	42	B	98	62	b
3	3	[END OF TEXT]	35	23	#	67	43	C	99	63	c
4	4	[END OF TRANSMISSION]	36	24	\$	68	44	D	100	64	d
5	5	[ENQUIRY]	37	25	%	69	45	E	101	65	e
6	6	[ACKNOWLEDGE]	38	26	&	70	46	F	102	66	f
7	7	[BELL]	39	27	'	71	47	G	103	67	g
8	8	[BACKSPACE]	40	28	(	72	48	H	104	68	h
9	9	[HORIZONTAL TAB]	41	29	)	73	49	I	105	69	i
10	A	[LINE FEED]	42	2A	*	74	4A	J	106	6A	j
11	B	[VERTICAL TAB]	43	2B	+	75	4B	K	107	6B	k
12	C	[FORM FEED]	44	2C	,	76	4C	L	108	6C	l
13	D	[CARRIAGE RETURN]	45	2D	-	77	4D	M	109	6D	m
14	E	[SHIFT OUT]	46	2E	.	78	4E	N	110	6E	n
15	F	[SHIFT IN]	47	2F	/	79	4F	O	111	6F	o
16	10	[DATA LINK ESCAPE]	48	30	0	80	50	P	112	70	p
17	11	[DEVICE CONTROL 1]	49	31	1	81	51	Q	113	71	q
18	12	[DEVICE CONTROL 2]	50	32	2	82	52	R	114	72	r
19	13	[DEVICE CONTROL 3]	51	33	3	83	53	S	115	73	s
20	14	[DEVICE CONTROL 4]	52	34	4	84	54	T	116	74	t
21	15	[NEGATIVE ACKNOWLEDGE]	53	35	5	85	55	U	117	75	u
22	16	[SYNCHRONOUS IDLE]	54	36	6	86	56	V	118	76	v
23	17	[ENG OF TRANS. BLOCK]	55	37	7	87	57	W	119	77	w
24	18	[CANCEL]	56	38	8	88	58	X	120	78	x
25	19	[END OF MEDIUM]	57	39	9	89	59	Y	121	79	y
26	1A	[SUBSTITUTE]	58	3A	:	90	5A	Z	122	7A	z
27	1B	[ESCAPE]	59	3B	;	91	5B	[	123	7B	{
28	1C	[FILE SEPARATOR]	60	3C	<	92	5C	\	124	7C	
29	1D	[GROUP SEPARATOR]	61	3D	=	93	5D	]	125	7D	}
30	1E	[RECORD SEPARATOR]	62	3E	>	94	5E	^	126	7E	~
31	1F	[UNIT SEPARATOR]	63	3F	?	95	5F	_	127	7F	[DEL]

# ASCII TABLE

American Standard Code  
for Information Interchange

25

Decimal	Hex	Char	Decimal	Hex	Char	Decimal	Hex	Char	Decimal	Hex	Char
0	0	[NULL]	32	20	[SPACE]	64	40	@	96	60	`
1	1	[START OF HEADING]	33	21	!	65	41	A	97	61	a
2	2	[START OF TEXT]	34	22	"	66	42	B	98	62	b
3	3	[END OF TEXT]	35	23	#	67	43	C	99	63	c
4	4	[END OF TRANSMISSION]	36	24	\$	68	44	D	100	64	d
5	5	[ENQUIRY]	37	25	%	69	45	E	101	65	e
6	6	[ACKNOWLEDGE]	38	26	&	70	46	F	102	66	f
7	7	[BELL]	39	27	'	71	47	G	103	67	g
8	8	[BACKSPACE]	40	28	(	72	48	H	104	68	h
9	9	[HORIZONTAL TAB]	41	29	)	73	49	I	105	69	i
10	A	[LINE FEED]	42	2A	*	74	4A	J	106	6A	j
11	B	[VERTICAL TAB]	43	2B	+	75	4B	K	107	6B	k
12	C	[FORM FEED]	44	2C	,	76	4C	L	108	6C	l
13	D	[CARRIAGE RETURN]	45	2D	-	77	4D	M	109	6D	m
14	E	[SHIFT OUT]	46	2E	.	78	4E	N	110	6E	n
15	F	[SHIFT IN]	47	2F	/	79	4F	O	111	6F	o
16	10	[DATA LINK ESCAPE]	48	30	0	80	50	P	112	70	p
17	11	[DEVICE CONTROL 1]	49	31	1	81	51	Q	113	71	q
18	12	[DEVICE CONTROL 2]	50	32	2	82	52	R	114	72	r
19	13	[DEVICE CONTROL 3]	51	33	3	83	53	S	115	73	s
20	14	[DEVICE CONTROL 4]	52	34	4	84	54	T	116	74	t
21	15	[NEGATIVE ACKNOWLEDGE]	53	35	5	85	55	U	117	75	u
22	16	[SYNCHRONOUS IDLE]	54	36	6	86	56	V	118	76	v
23	17	[ENG OF TRANS. BLOCK]	55	37	7	87	57	W	119	77	w
24	18	[CANCEL]	56	38	8	88	58	X	120	78	x
25	19	[END OF MEDIUM]	57	39	9	89	59	Y	121	79	y
26	1A	[SUBSTITUTE]	58	3A	:	90	5A	Z	122	7A	z
27	1B	[ESCAPE]	59	3B	;	91	5B	[	123	7B	{
28	1C	[FILE SEPARATOR]	60	3C	<	92	5C	\	124	7C	
29	1D	[GROUP SEPARATOR]	61	3D	=	93	5D	]	125	7D	}
30	1E	[RECORD SEPARATOR]	62	3E	>	94	5E	^	126	7E	~
31	1F	[UNIT SEPARATOR]	63	3F	?	95	5F	_	127	7F	[DEL]

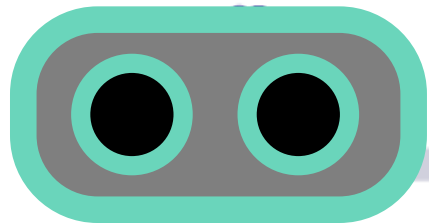


IMAGE COURTESY WIKIPEDIA.ORG

# ASCII TABLE

American Standard Code  
for Information Interchange

25

Decimal	Hex	Char	Decimal	Hex	Char	Decimal	Hex	Char	Decimal	Hex	Char
0	0	[NULL]	32	20	[SPACE]	64	40	@	96	60	`
1	1	[START OF HEADING]	33	21	!	65	41	A	97	61	a
2	2	[START OF TEXT]	34	22	"	66	42	B	98	62	b
3	3	[END OF TEXT]	35	23	#	67	43	C	99	63	c
4	4	[END OF TRANSMISSION]	36	24	\$	68	44	D	100	64	d
5	5	[ENQUIRY]	37	25	%	69	45	E	101	65	e
6	6	[ACKNOWLEDGE]	38	26	&	70	46	F	102	66	f
7	7	[BELL]	39	27	'	71	47	G	103	67	g
8	8	[BACKSPACE]	40	28	(	72	48	H	104	68	h
9	9	[HORIZONTAL TAB]	41	29	)	73	49	I	105	69	i
10	A	[LINE FEED]	42	2A	*	74	4A	J	106	6A	j
11	B	[VERTICAL TAB]	43	2B	+	75	4B	K	107	6B	k
12	C	[FORM FEED]	44	2C	,	76	4C	L	108	6C	l
13	D	[CARRIAGE RETURN]	45	2D	-	77	4D	M	109	6D	m
14	E	[SHIFT OUT]	46	2E	.	78	4E	N	110	6E	n
15	F	[SHIFT IN]	47	2F	/	79	4F	O	111	6F	o
16	10	[DATA LINK ESCAPE]	48	30	0	80	50	P	112	70	p
17	11	[DEVICENUMBER 1]	49	31	1	81	51	Q	113	71	q
18	12	[DEVICENUMBER 2]	50	32	2	82	52	R	114	72	r
19	13	[DEVICENUMBER 3]	51	33	3	83	53	S	115	73	s
20	14	[DEVICENUMBER 4]	52	34	4	84	54	T	116	74	t
21	15	[DEVICENUMBER 5]	53	35	5	85	55	U	117	75	u
22	16	[DEVICENUMBER 6]	54	36	6	86	56	V	118	76	v
23	17	[DEVICENUMBER 7]	55	37	7	87	57	W	119	77	w
24	18	[CANCEL]	56	38	8	88	58	X	120	78	x
25	19	[END OF MEDIUM]	57	39	9	89	59	Y	121	79	y
26	1A	[SUBSTITUTE]	58	3A	:	90	5A	Z	122	7A	z
27	1B	[ESCAPE]	59	3B	;	91	5B	[	123	7B	{
28	1C	[FILE SEPARATOR]	60	3C	<	92	5C	\	124	7C	
29	1D	[GROUP SEPARATOR]	61	3D	=	93	5D	]	125	7D	}
30	1E	[RECORD SEPARATOR]	62	3E	>	94	5E	^	126	7E	~
31	1F	[UNIT SEPARATOR]	63	3F	?	95	5F	_	127	7F	[DEL]

Many more characters e.g. Bengali, Kannada, Japanese, Cyrillic characters, available using UTF-8 (Unicode Transformation Format)

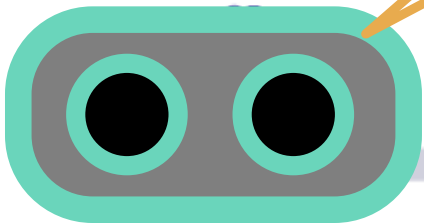


IMAGE COURTESY WIKIPEDIA.ORG

# ASCII TABLE

American Standard Code  
for Information Interchange

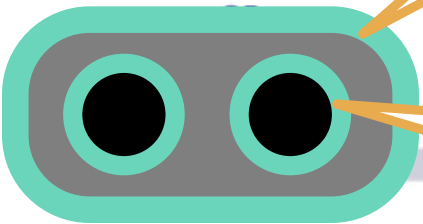
Decimal	Hex	Char	Decimal	Hex	Char	Decimal	Hex	Char	Decimal	Hex	Char
0	0	[NULL]	32	20	[SPACE]	64	40	@	96	60	`
1	1	[START OF HEADING]	33	21	!	65	41	A	97	61	a
2	2	[START OF TEXT]	34	22	"	66	42	B	98	62	b
3	3	[END OF TEXT]	35	23	#	67	43	C	99	63	c
4	4	[END OF TRANSMISSION]	36	24	\$	68	44	D	100	64	d
5	5	[ENQUIRY]	37	25	%	69	45	E	101	65	e
6	6	[ACKNOWLEDGE]	38	26	&	70	46	F	102	66	f
7	7	[BELL]	39	27	'	71	47	G	103	67	g
8	8	[BACKSPACE]	40	28	(	72	48	H	104	68	h
9	9	[HORIZONTAL TAB]	41	29	)	73	49	I	105	69	i
10	A	[LINE FEED]	42	2A	*	74	4A	J	106	6A	j
11	B	[VERTICAL TAB]	43	2B	+	75	4B	K	107	6B	k
12	C	[FORM FEED]	44	2C	,	76	4C	L	108	6C	l
13	D	[CARRIAGE RETURN]	45	2D	-	77	4D	M	109	6D	m
14	E	[SHIFT OUT]	46	2E	.	78	4E	N	110	6E	n
15	F	[SHIFT IN]	47	2F	/	79	4F	O	111	6F	o
16	10	[DATA LINK ESCAPE]	48	30	0	80	50	P	112	70	p
17	11	[DEVICELINK ESCAPE]	49	31	1	81	51	Q	113	71	q
18	12	[DEVICELINK ESCAPE]	50	32	2	82	52	R	114	72	r
19	13	[DEVICELINK ESCAPE]	51	33	3	83	53	S	115	73	s
20	14	[DEVICELINK ESCAPE]	52	34	4	84	54	T	116	74	t
21	15	[DEVICELINK ESCAPE]	53	35	5	85	55	U	117	75	u
22	16	[DEVICELINK ESCAPE]	54	36	6	86	56	V	118	76	v
23	17	[DEVICELINK ESCAPE]	55	37	7	87	57	W	119	77	w
24	18	[DEVICELINK ESCAPE]	56	38	8	88	58	X	120	78	x
25	19	[END OF TRANSMISSION]	57	39	9	89	59	Y	121	79	y
26	1A	[SUBSTITUTE]	58	3A	:	90	5A	Z	122	7A	z
27	1B	[ESCAPE]	59	3B	;	91	5B	[	123	7B	{
28	1C	[FILE SEPARATOR]	60	3C	<	92	5C	\	124	7C	
29	1D	[GROUP SEPARATOR]	61	3D	=	93	5D	]	125	7D	}
30	1E	[RECORD SEPARATOR]	62	3E	>	94	5E	^	126	7E	~
31	1F	[UNIT SEPARATOR]	63	3F	?	95	5F	_	127	7F	[DEL]

\t

\n

Many more characters e.g. Bengali, Kannada, Japanese, Cyrillic characters, available using UTF-8 (Unicode Transformation Format)

Cant use char datatype for these, need to use wchar\_t (wide character) or else int datatype to store those



# Take care with char

33



# Take care with char

33

`char a = p;` Mr C will search for a variable named `p`.



# Take care with char

33

`char a = p;` Mr C will search for a variable named `p`.

To assign character constant `'p'` to `a`, `char a = 'p';`



# Take care with char

33

`char a = p;` Mr C will search for a variable named `p`.

To assign character constant `'p'` to `a`, `char a = 'p';`

Note that `'5'` and `5` are different according to Mr C



# Take care with char

33

`char a = p;` Mr C will search for a variable named `p`.

To assign character constant `'p'` to `a`, `char a = 'p';`

Note that `'5'` and `5` are different according to Mr C  
`'5'` is a character constant stored internally as the integer 53



# Take care with char

33

`char a = p;` Mr C will search for a variable named `p`.

To assign character constant `'p'` to `a`, `char a = 'p';`

Note that `'5'` and `5` are different according to Mr C

- `'5'` is a character constant stored internally as the integer 53

- `5` is an integer constant stored internally as the integer 5 itself



# Take care with char

33

`char a = p;` Mr C will search for a variable named `p`.

To assign character constant `'p'` to `a`, `char a = 'p';`

Note that `'5'` and `5` are different according to Mr C

- `'5'` is a character constant stored internally as the integer 53

- `5` is an integer constant stored internally as the integer 5 itself

Be very careful if mixing `%c` with other format specifiers like `%d`, `%ld`, `%f`, `%lf` in `scanf` and `printf` statements



# Take care with char

33

`char a = p;` Mr C will search for a variable named `p`.

To assign character constant `'p'` to `a`, `char a = 'p';`

Note that `'5'` and `5` are different according to Mr C

- `'5'` is a character constant stored internally as the integer 53

- `5` is an integer constant stored internally as the integer 5 itself

Be very careful if mixing `%c` with other format specifiers like `%d`, `%ld`, `%f`, `%lf` in `scanf` and `printf` statements

`getchar()`, `putchar()` shortcuts to read/print single char



# Take care with char

33

`char a = p;` Mr C will search for a variable named `p`.

To assign character constant `'p'` to `a`, `char a = 'p';`

Note that `'5'` and `5` are different according to Mr C

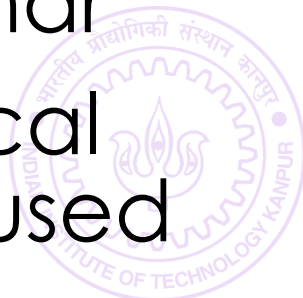
- `'5'` is a character constant stored internally as the integer 53

- `5` is an integer constant stored internally as the integer 5 itself

Be very careful if mixing `%c` with other format specifiers like `%d`, `%ld`, `%f`, `%lf` in `scanf` and `printf` statements

`getchar()`, `putchar()` shortcuts to read/print single char

When using characters in arithmetic, relational, logical expressions, integer (ASCII) value of character gets used



# Take care with char

42



# Take care with char

42

**Tip on using char:** if output wrong with %c, try printing the same char with %d instead. Its decimal ASCII value will get printed which may help you find error



# Take care with char

42

**Tip on using char:** if output wrong with %c, try printing the same char with %d instead. Its decimal ASCII value will get printed which may help you find error

Since char is stored internally as integer



# Take care with char

42

**Tip on using char:** if output wrong with %c, try printing the same char with %d instead. Its decimal ASCII value will get printed which may help you find error

Since char is stored internally as integer

```
char abc = 'p';  
printf("%d", abc);
```



# Take care with char

42

**Tip on using char:** if output wrong with %c, try printing the same char with %d instead. Its decimal ASCII value will get printed which may help you find error

Since char is stored internally as integer

```
char abc = 'p';
```

```
printf("%d", abc);
```

will print the ASCII value of the character stored in abc



# Take care with char

42

**Tip on using char:** if output wrong with %c, try printing the same char with %d instead. Its decimal ASCII value will get printed which may help you find error

Since char is stored internally as integer

```
char abc = 'p';
```

```
printf("%d", abc);
```

will print the ASCII value of the character stored in abc

```
printf("%c", 65)
```



# Take care with char

42

**Tip on using char:** if output wrong with %c, try printing the same char with %d instead. Its decimal ASCII value will get printed which may help you find error

Since char is stored internally as integer

```
char abc = 'p';
```

```
printf("%d", abc);
```

will print the ASCII value of the character stored in abc

```
printf("%c", 65)
```

 will print character A (implicit typecasting)

# Take care with char

42

**Tip on using char:** if output wrong with %c, try printing the same char with %d instead. Its decimal ASCII value will get printed which may help you find error

Since char is stored internally as integer

```
char abc = 'p';
```

```
printf("%d", abc);
```

will print the ASCII value of the character stored in abc

```
printf("%c", 65)
```

 will print character A (implicit typecasting)

**Warning:** Implicit typecasting may not always work



# Take care with char

42

**Tip on using char:** if output wrong with %c, try printing the same char with %d instead. Its decimal ASCII value will get printed which may help you find error

Since char is stored internally as integer

```
char abc = 'p';
```

```
printf("%d", abc);
```

will print the ASCII value of the character stored in abc

```
printf("%c", 65)
```

 will print character A (implicit typecasting)

**Warning:** Implicit typecasting may not always work

Exercise: write code to flip the case i.e.  $A \rightarrow a$ ,  $d \rightarrow D$  etc



# Character Arrays

51



# Character Arrays

51

All things we learnt about int/float arrays apply here too



# Character Arrays

51

All things we learnt about int/float arrays apply here too  
However, much more exciting things can be done here



# Character Arrays

51

All things we learnt about int/float arrays apply here too  
However, much more exciting things can be done here  
Char arrays also called *strings* (well ... almost all of them)



# Character Arrays

51

All things we learnt about int/float arrays apply here too  
However, much more exciting things can be done here  
Char arrays also called *strings* (well ... almost all of them)  
English word *string* means a thread or a collection of items put together. *The pearls were strung together.*



# Character Arrays

51

All things we learnt about int/float arrays apply here too  
However, much more exciting things can be done here  
Char arrays also called *strings* (well ... almost all of them)  
English word *string* means a thread or a collection of items put together. *The pearls were strung together.*  
In C, string implies a character array (well ... almost)



# Character Arrays

51

All things we learnt about int/float arrays apply here too

However, much more exciting things can be done here

Char arrays also called *strings* (well ... almost all of them)

English word *string* means a thread or a collection of items put together. *The pearls were strung together.*

In C, string implies a character array (well ... almost)

Note: string is **not a datatype** in C



# Character Arrays

51

All things we learnt about int/float arrays apply here too

However, much more exciting things can be done here

Char arrays also called *strings* (well ... almost all of them)

English word *string* means a thread or a collection of items put together. *The pearls were strung together.*

In C, string implies a character array (well ... almost)

Note: string is **not a datatype** in C

Word string is **not a keyword** in C



# Character Arrays

51

All things we learnt about int/float arrays apply here too

However, much more exciting things can be done here

Char arrays also called *strings* (well ... almost all of them)

English word *string* means a thread or a collection of items put together. *The pearls were strung together.*

In C, string implies a character array (well ... almost)

Note: string is **not a datatype** in C

Word string is **not a keyword** in C

```
int string = 0;
```



# Character Arrays

51

All things we learnt about int/float arrays apply here too

However, much more exciting things can be done here

Char arrays also called *strings* (well ... almost all of them)

English word *string* means a thread or a collection of items put together. *The pearls were strung together.*

In C, string implies a character array (well ... almost)

Note: string is **not a datatype** in C

Word string is **not a keyword** in C

int string = 0;



# Declaring and Using Strings

61



# Declaring and Using Strings

61

Can be initialized at time of declaration



# Declaring and Using Strings

61

Can be initialized at time of declaration

```
char str[50] = {'H','e','l','l','o',' ','W','o','r','l','d'};
```



# Declaring and Using Strings

61

Can be initialized at time of declaration

```
char str[50] = {'H','e','l','l','o',' ','W','o','r','l','d'};
```

```
char str[50] = "Hello World";
```



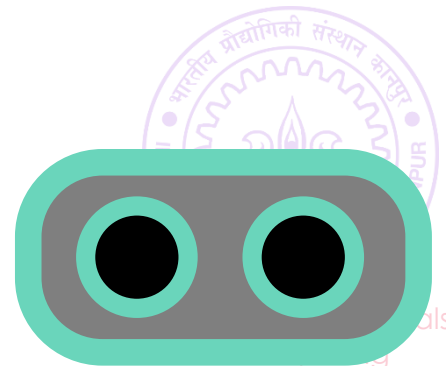
# Declaring and Using Strings

61

Can be initialized at time of declaration

```
char str[50] = {'H','e','l','l','o',' ','W','o','r','l','d'};
```

```
char str[50] = "Hello World";
```



# Declaring and Using Strings

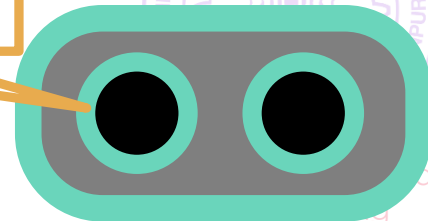
61

Can be initialized at time of declaration

```
char str[50] = {'H','e','l','l','o',' ','W','o','r','l','d'};
```

```
char str[50] = "Hello World";
```

Partly initialized since only  
11 characters this phrase



# Declaring and Using Strings

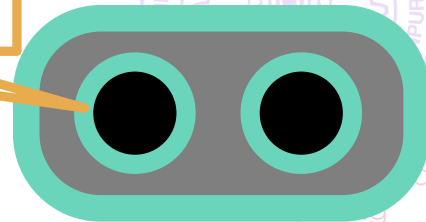
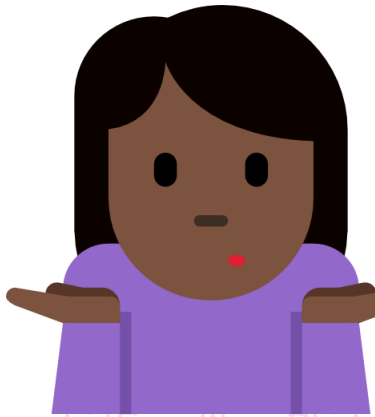
61

Can be initialized at time of declaration

```
char str[50] = {'H','e','l','l','o',' ','W','o','r','l','d'};
```

```
char str[50] = "Hello World";
```

Partly initialized since only  
11 characters this phrase



# Declaring and Using Strings

61

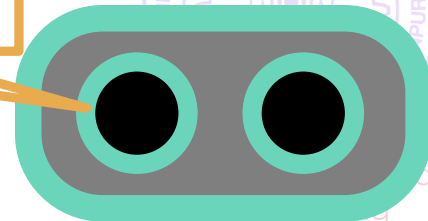
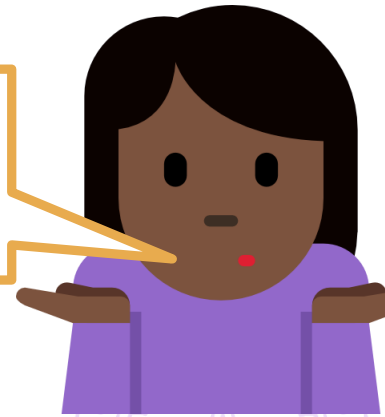
Can be initialized at time of declaration

```
char str[50] = {'H','e','l','l','o',' ','W','o','r','l','d'};
```

```
char str[50] = "Hello World";
```

Hello has 5 characters,  
World has 5, what is  
the 11<sup>th</sup> character?

Partly initialized since only  
11 characters this phrase



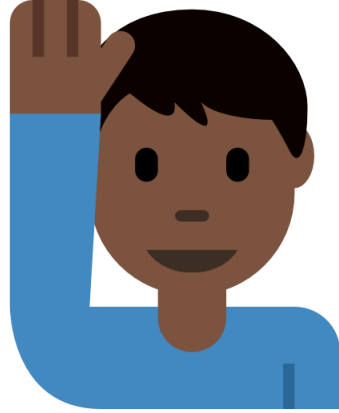
# Declaring and Using Strings

61

Can be initialized at time of declaration

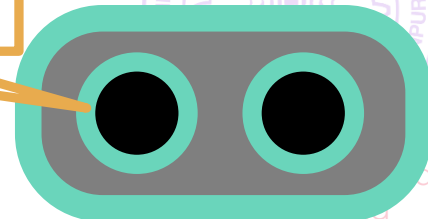
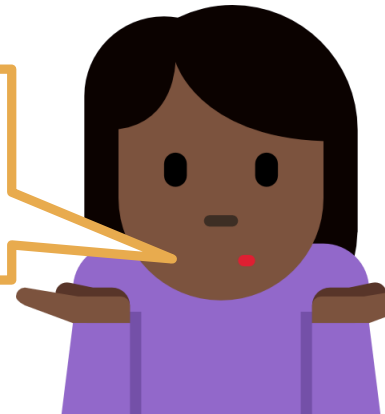
```
char str[50] = {'H','e','l','l','o',' ','W','o','r','l','d'};
```

```
char str[50] = "Hello World";
```



Hello has 5 characters,  
World has 5, what is  
the 11<sup>th</sup> character?

Partly initialized since only  
11 characters this phrase



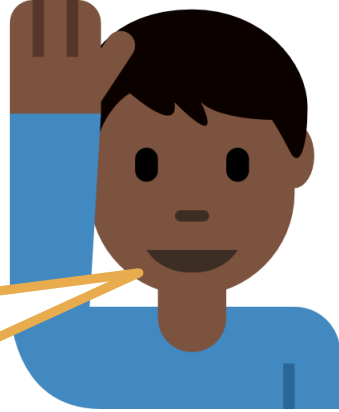
# Declaring and Using Strings

61

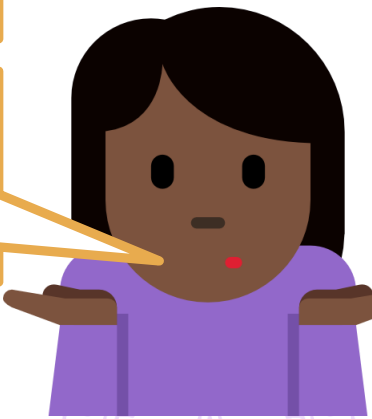
Can be initialized at time of declaration

```
char str[50] = {'H','e','l','l','o',' ','W','o','r','l','d'};
```

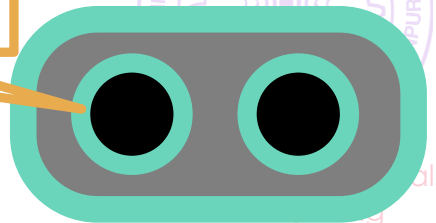
```
char str[50] = "Hello World";
```



The space between the two words. Space is a character too!



Hello has 5 characters, World has 5, what is the 11<sup>th</sup> character?



Partly initialized since only 11 characters this phrase

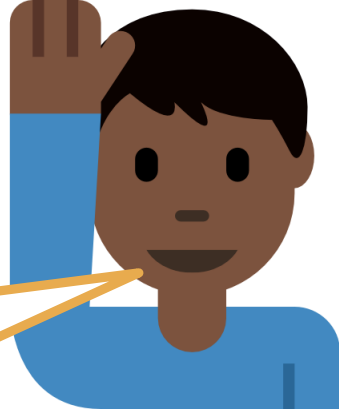
# Declaring and Using Strings

61

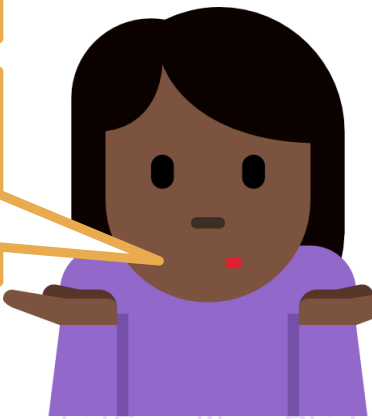
Can be initialized at time of declaration

```
char str[50] = {'H','e','l','l','o',' ','W','o','r','l','d'};
```

```
char str[50] = "Hello World";
```



The space between the two words. Space is a character too!



Hello has 5 characters, World has 5, what is the 11<sup>th</sup> character?

Partly initialized since only 11 characters this phrase



Very good!

# Declaring and Using Strings

61

Can be initialized at time of declaration

```
char str[50] = {'H','e','l','l','o',' ','W','o','r','l','d'};
```

```
char str[50] = "Hello World";
```

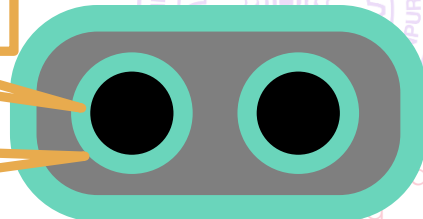
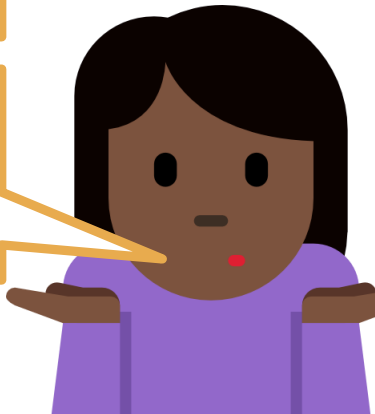
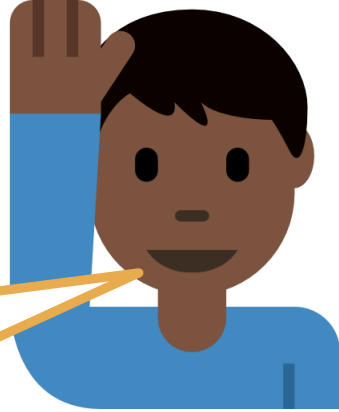
Just like int arrays, char arrays cannot be initialized this way after declaration is done

The space between the two words. Space is a character too!

Hello has 5 characters, World has 5, what is the 11<sup>th</sup> character?

Partly initialized since only 11 characters this phrase

Very good!



# Declaring and Using Strings

61

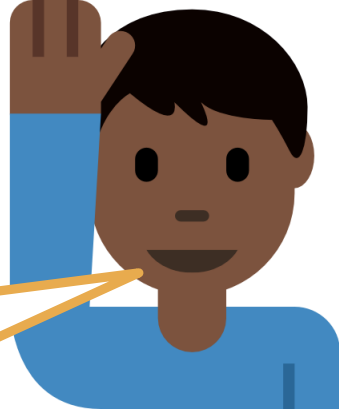
Can be initialized at time of declaration

```
char str[50] = {'H','e','l','l','o',' ','W','o','r','l','d'};
```

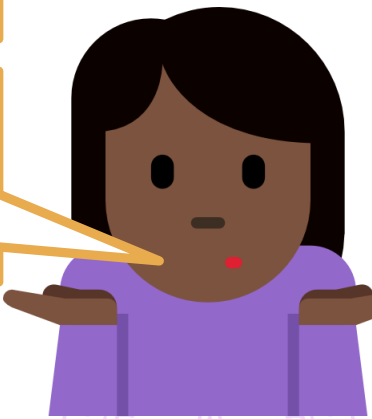
```
char str[50] = "Hello World";
```

Just like int arrays, char arrays cannot be initialized this way after declaration is done

Other ways: scanf (with %s), gets



The space between the two words. Space is a character too!



Hello has 5 characters, World has 5, what is the 11<sup>th</sup> character?

Partly initialized since only 11 characters this phrase



Very good!

# Declaring and Using Strings

61

Can be initialized at time of declaration

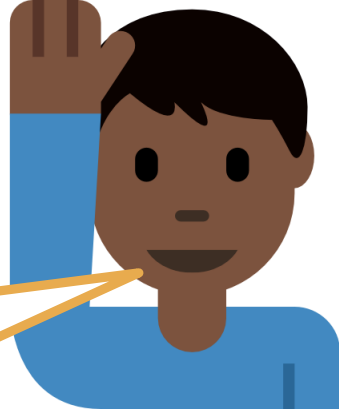
```
char str[50] = {'H','e','l','l','o',' ','W','o','r','l','d'};
```

```
char str[50] = "Hello World";
```

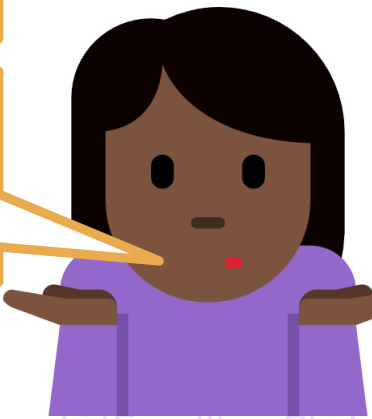
Just like int arrays, char arrays cannot be initialized this way after declaration is done

Other ways: scanf (with %s), gets

Both are very unsafe – crash!



The space between the two words. Space is a character too!



Hello has 5 characters, World has 5, what is the 11<sup>th</sup> character?

Partly initialized since only 11 characters this phrase



Very good!

# Declaring and Using Strings

61

Can be initialized at time of declaration

```
char str[50] = {'H','e','l','l','o',' ','W','o','r','l','d'};
```

```
char str[50] = "Hello World";
```

Just like int arrays, char arrays cannot be initialized this way after declaration is done

Other ways: scanf (with %s), gets

Both are very unsafe – crash!

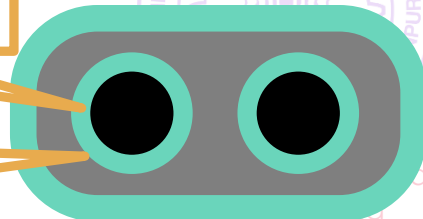
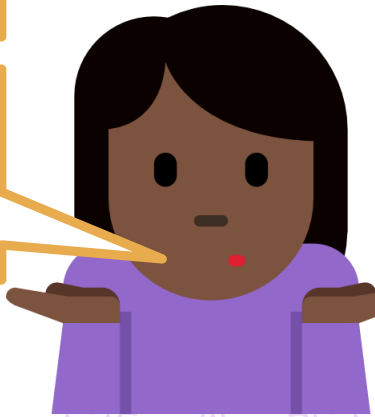
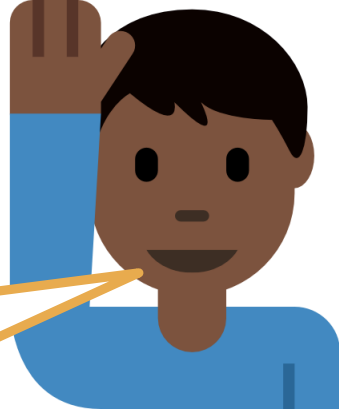
To print: puts, printf (with %s)

The space between the two words. Space is a character too!

Hello has 5 characters, World has 5, what is the 11<sup>th</sup> character?

Partly initialized since only 11 characters this phrase

Very good!



# Declaring and Using Strings

61

Can be initialized at time of declaration

```
char str[50] = {'H','e','l','l','o',' ','W','o','r','l','d'};
```

```
char str[50] = "Hello World";
```

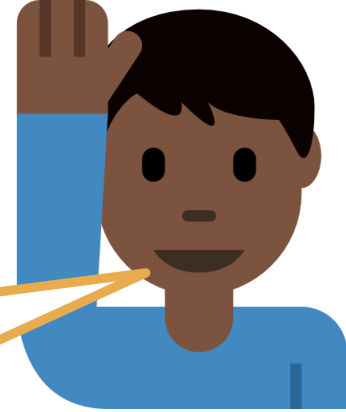
Just like int arrays, char arrays cannot be initialized this way after declaration is done

Other ways: scanf (with %s), gets

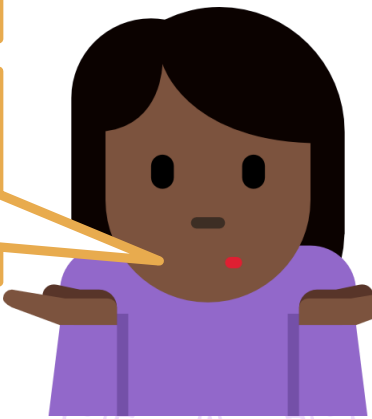
Both are very unsafe – crash!

To print: puts, printf (with %s)

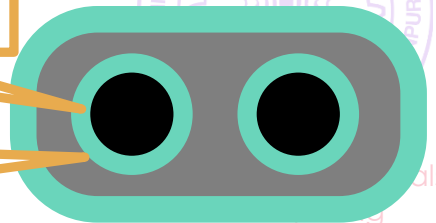
getline most powerful but have to wait for it a bit ☺



The space between the two words. Space is a character too!



Hello has 5 characters, World has 5, what is the 11<sup>th</sup> character?



Partly initialized since only 11 characters this phrase

Very good!