

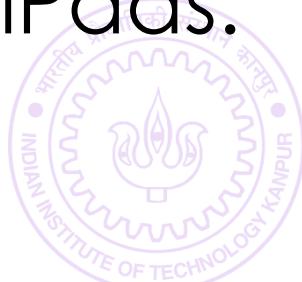
Take Care with Char

ESC101: Fundamentals of Computing

Purushottam Kar

Mid-sem Theory Exam

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



Doubt-clearing Session

- Date: September 15th, 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



ESC101: Fundamentals
of Computing

Char: new datatype

Close cousin of the int and long datatypes



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Internally stored as an integer between 0 and 127



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



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



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```
#include <stdio.h>  
  
int main(){  
    char a = 'p';
```



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



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



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```
#include <stdio.h>  
  
int main(){  
    char a = 'p';  
    scanf("%c", &a);  
    printf("My first char %c", a);  
    return 0;
```



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}
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p

a

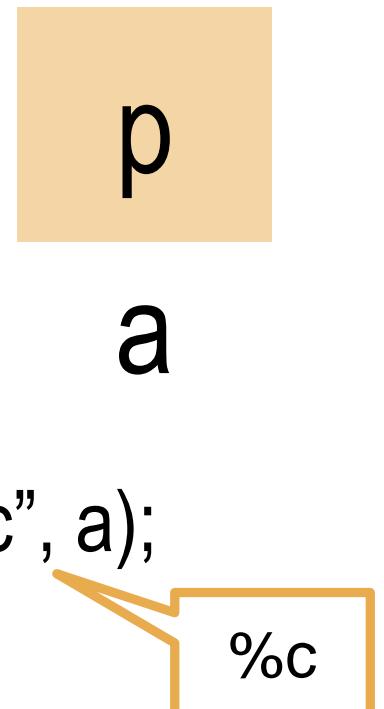


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p

a

%c

Char constants enclosed in ''

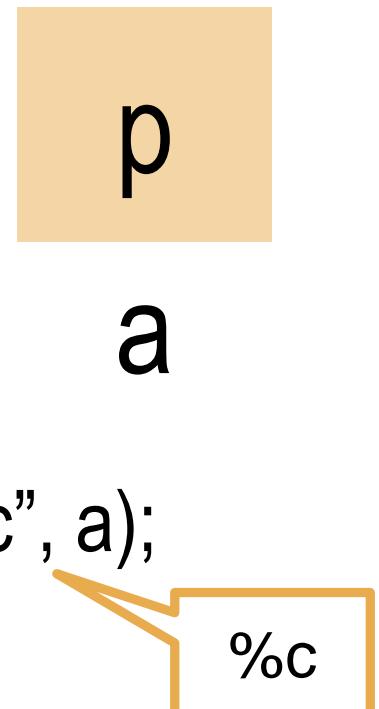


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Char constants enclosed in ''
Integer arithmetic applies to
char as well +, -, /, *, %, ()

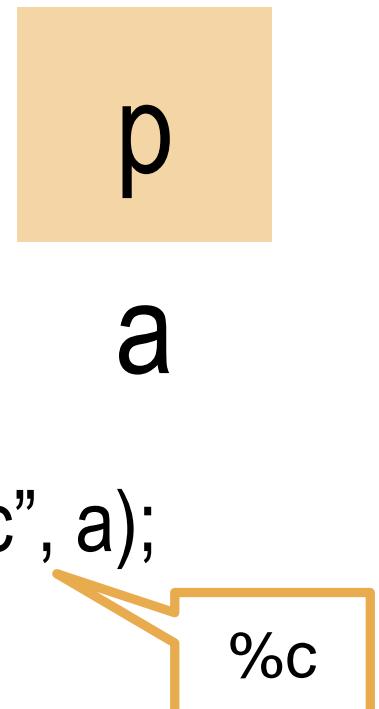


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Can use it for nice tricks but
be careful

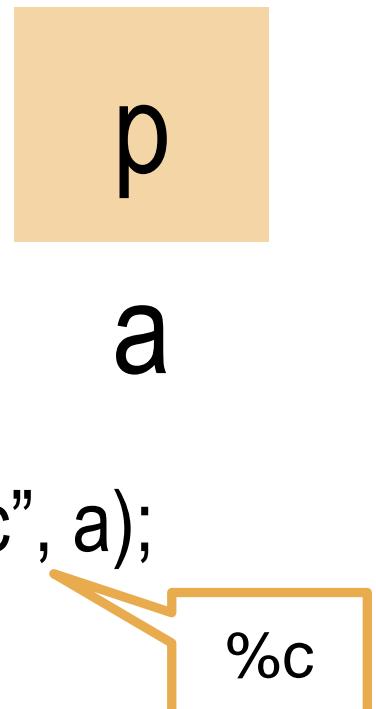


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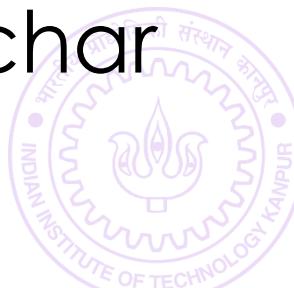
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Can use it for nice tricks but
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Can typecast to/from char

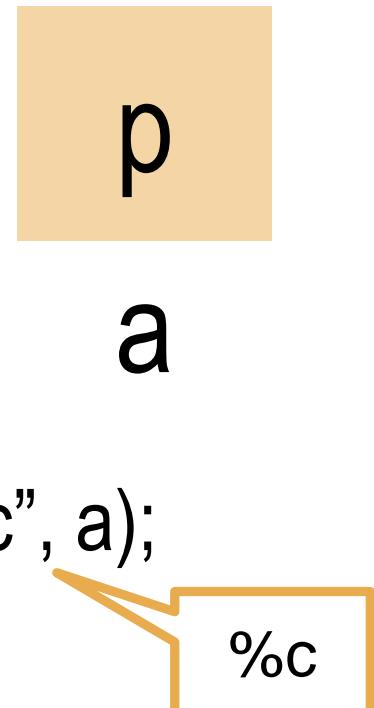


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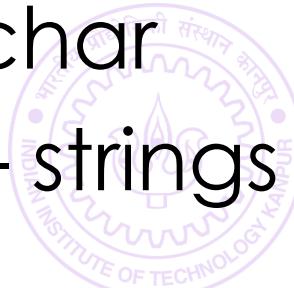
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Can use it for nice tricks but
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Can typecast to/from char
Can have char arrays – strings

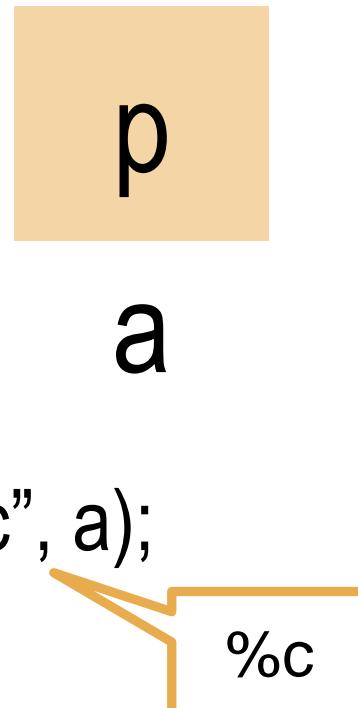


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Char constants enclosed in ''
Integer arithmetic applies to
char as well +, -, /, *, %, ()
Can use it for nice tricks but
be careful
Can typecast to/from char
Can have char arrays – strings
Case sensitive 'a', 'A' different



ASCII TABLE

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
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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	[END 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]

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28	1C	[FILE SEPARATOR]	60	3C	<	92	5C	\	124	7C	
29	1D	[GROUP SEPARATOR]	61	3D	=	93	5D]	125	7D	}
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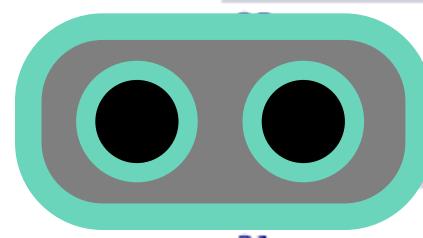


IMAGE COURTESY WIKIPEDIA.ORG

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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]	50	32		80	50	P	112	70	p
17	11	[DEV]	51	33		81	51	Q	113	71	q
18	12	[DEV]	52	34		82	52	R	114	72	r
19	13	[DEV]	53	35		83	53	S	115	73	s
20	14	[DEV]	54	36		84	54	T	116	74	t
21	15	[DEV]	55	37		85	55	U	117	75	u
22	16	[ENG]	56	38	8	86	56	V	118	76	v
23	17	[ENG]	57	39	9	87	57	W	119	77	w
24	18	[CANCEL]	58	3A	:	88	58	X	120	78	x
	19	[END OF MEDIUM]	59	3B	;	89	59	Y	121	79	y
	1A	[SUBSTITUTE]	60	3C	<	90	5A	Z	122	7A	z
	1B	[ESCAPE]	61	3D	=	91	5B	[123	7B	{
	1C	[FILE SEPARATOR]	62	3E	>	92	5C	\	124	7C	
	1D	[GROUP SEPARATOR]	63	3F	?	93	5D	1	125	7D	}
	1E	[RECORD SEPARATOR]				94	5E	^	126	7E	~
	1F	[UNIT SEPARATOR]				95	5F	_	127	7F	[DEL]

Many more characters e.g. Bengali,
Kannada, Japanese, Cyrillic
characters, available using UTF-8
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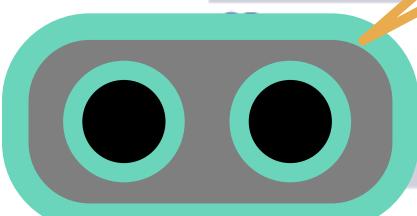


IMAGE COURTESY WIKIPEDIA.ORG

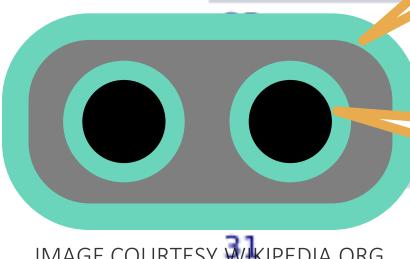
ASCII TABLE

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
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6	6	[ACKNOWLEDGE]	38	26	&	70	46	F	102	66	f
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19	13	[DEV]	51	33	_	83	53	S	115	73	s
20	14	[DEV]	52	34	~	84	54	T	116	74	t
21	15	[DEV]	53	35		85	55	U	117	75	u
22	16	[ENG]	54	36		86	56	V	118	76	v
23	17	[CANC]	55	37		87	57	W	119	77	w
24	18	[END]	56	38		88	58	X	120	78	x
	19	[SUB]	57	39		89	59	Y	121	79	y
	1A	[ESC]	58	3A		90	5A	Z	122	7A	z
	1B	[REC]	59	3B		91	5B	{	123	7B	{
	1C	[ESC]	60	3C		92	5C		124	7C	
	1D	[ESC]	61	3D		93	5D	}	125	7D	}
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	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)

Can't 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

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



Take care with char

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



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

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



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



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



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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



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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



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

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



Take care with char

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char abc = 'p';

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will print the ASCII value of the character stored in abc



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printf("%c", 65)



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Warning: Implicit typecasting may not always work



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Warning: Implicit typecasting may not always work

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



Character Arrays

51



ESC101: Fundamentals
of Computing

Character Arrays

51

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



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English word *string* means a thread or a collection of items
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int string = 0;
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Declaring and Using Strings

61



Declaring and Using Strings

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Can be initialized at time of declaration



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



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char str[50] = {'H','e','l','l','o',' ','W','o','r','l','d'};  
char str[50] = "Hello World";
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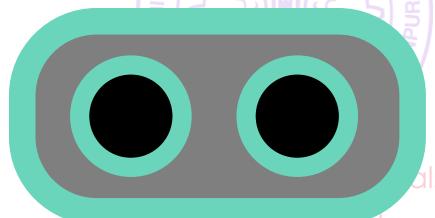
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Partly initialized since only
11 characters this phrase



Declaring and Using Strings

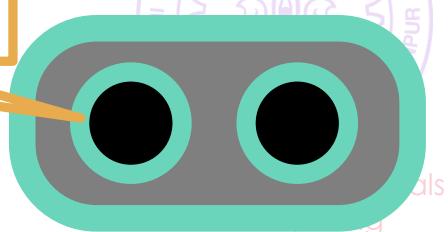
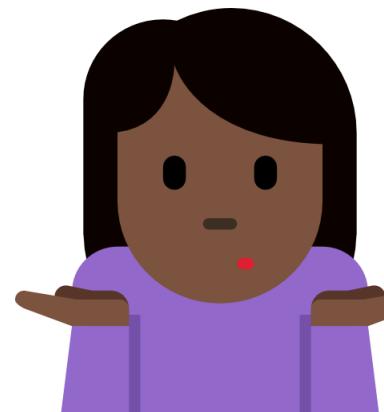
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Hello has 5 characters,
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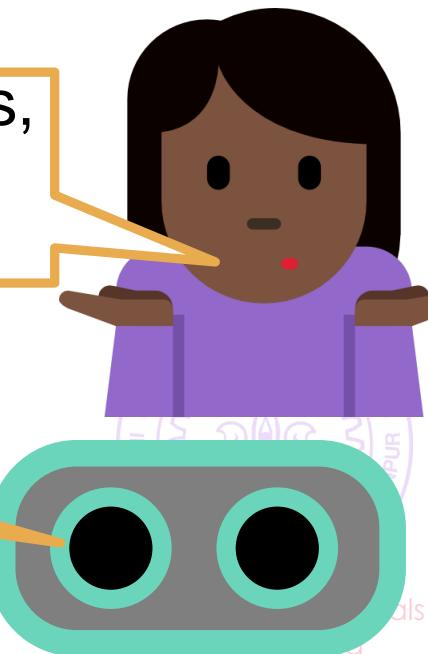
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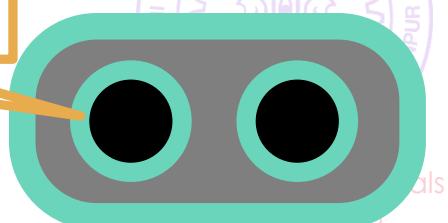
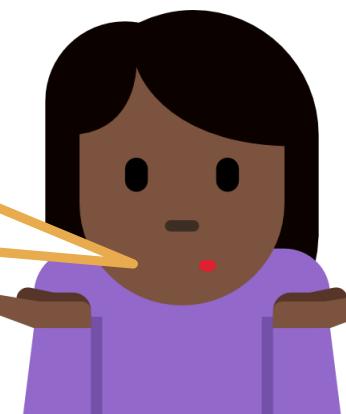
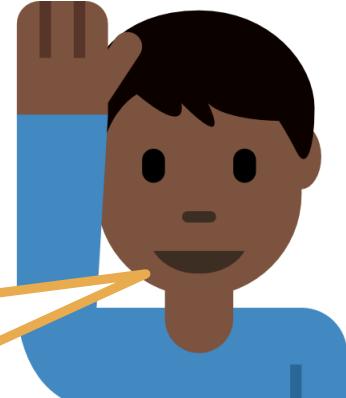
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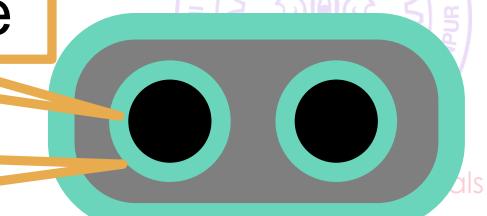
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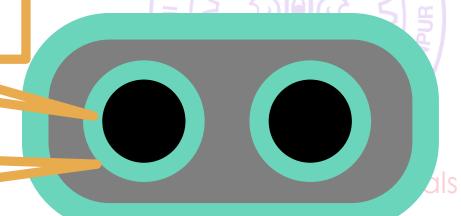
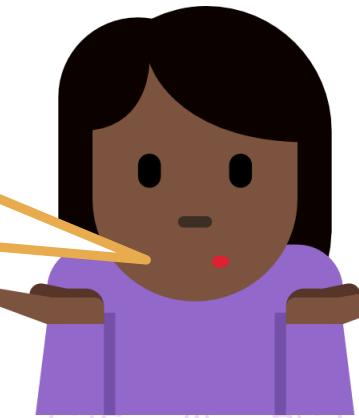
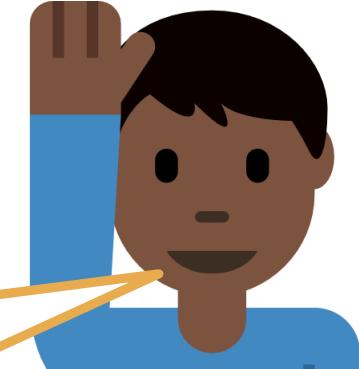
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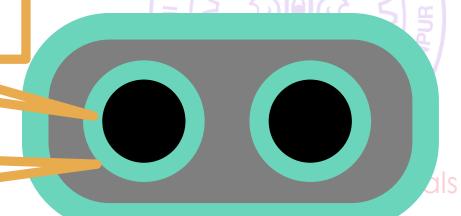
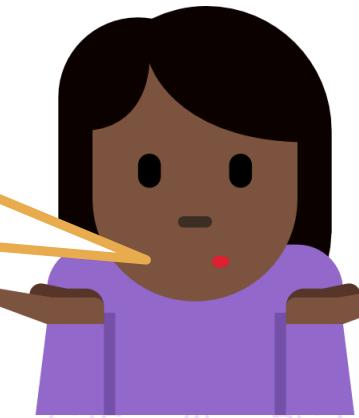
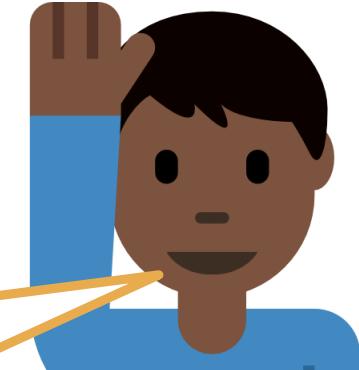
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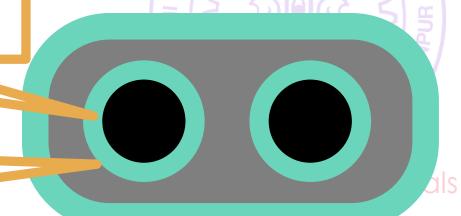
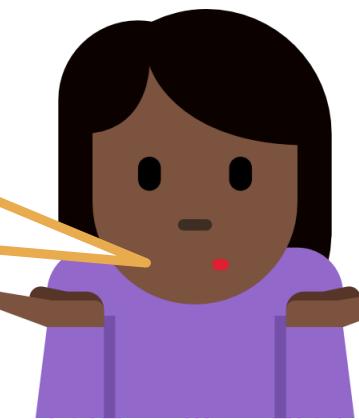
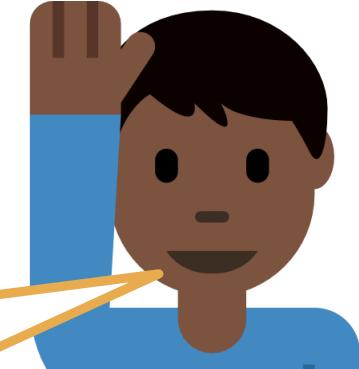
Both are very unsafe – crash!

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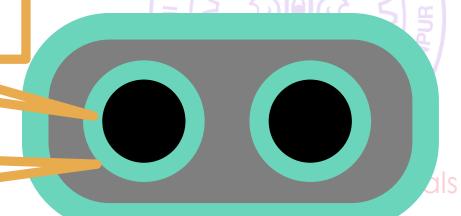
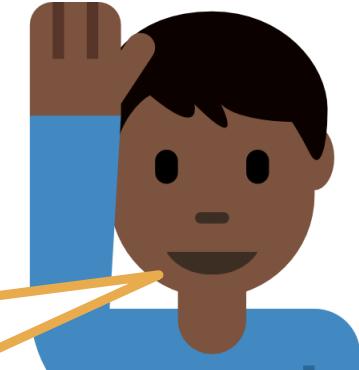
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getline most powerful but have to wait for it a bit ☺

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