

String and Character Array

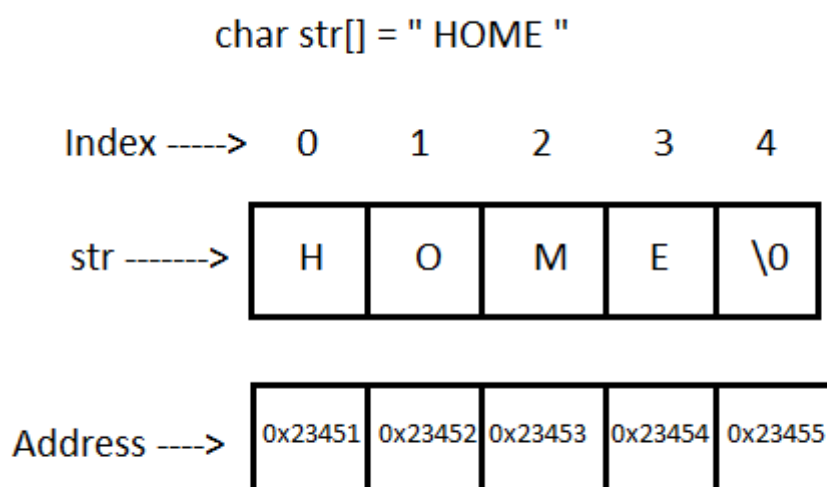
String is a sequence of characters that are treated as a single data item and terminated by a null character `'\0'`. Remember that the [C language](#) does not support strings as a data type. A **string** is actually a one-dimensional array of characters in C language. These are often used to create meaningful and readable programs.

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If you don't know what an array in C means, you can check the [C Array](#) tutorial to know about Array in the C language. Before proceeding further, check the following articles:

- [C Function Calls](#)
- [C Variables](#)
- [C Datatypes](#)
- [C Syntax Rules](#)

For example: The string "home" contains 5 characters including the '\0' character which is automatically added by the compiler at the end of the string.



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Declaring and Initializing a string variables:

```
// valid
char name[13] = "StudyTonight";
char name[10] = {'c', 'o', 'd', 'e', '\0'};
```



```
// Illegal
char ch[3] = "hello";
char str[4];
str = "hello";
```

String Input and Output:

- **%s** format specifier to read a string input from the terminal.
- But [scanf\(\)](#) function, terminates its input on the first white space it encounters.
- **edit set conversion code %[..]** that can be used to read a line containing a variety of characters, including white spaces.
- The [gets\(\)](#) function can also be used to read character string with white spaces

```
char str[20];
printf("Enter a string");
scanf("%[^\n]", &str);
printf("%s", str);
```

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```
char text[20];
gets(text);
printf("%s", text);
```

String Handling Functions:

[C language](#) supports a large number of string handling functions that can be used to carry out many of the string manipulations. These functions are packaged in the **string.h** library. Hence, you must include **string.h** header file in your programs to use these functions.

The following are the most commonly used string handling functions.

Method	Description
<code>strcat()</code>	It is used to concatenate(combine) two strings
<code>strlen()</code>	It is used to show the length of a string
<code>strrev()</code>	It is used to show the reverse of a string
<code>strcpy()</code>	Copies one string into another
<code>strcmp()</code>	It is used to compare two string

`strcat()` function in C:

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Before

str1 -->

H	E	L	L	O
---	---	---	---	---

str2 -->

W	O	R	L	D
---	---	---	---	---

After strcat()

H	E	L	L	O	W	O	R	L	D
---	---	---	---	---	---	---	---	---	---

Syntax:

```
strcat("hello", "world");
```

`strcat()` will add the string **"world"** to **"hello"** i.e output = helloworld.

`strlen()` and `strcmp()` function:

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`strlen()` will return the length of the string passed to it and `strcmp()` will return the ASCII difference between first unmatched character of two strings.

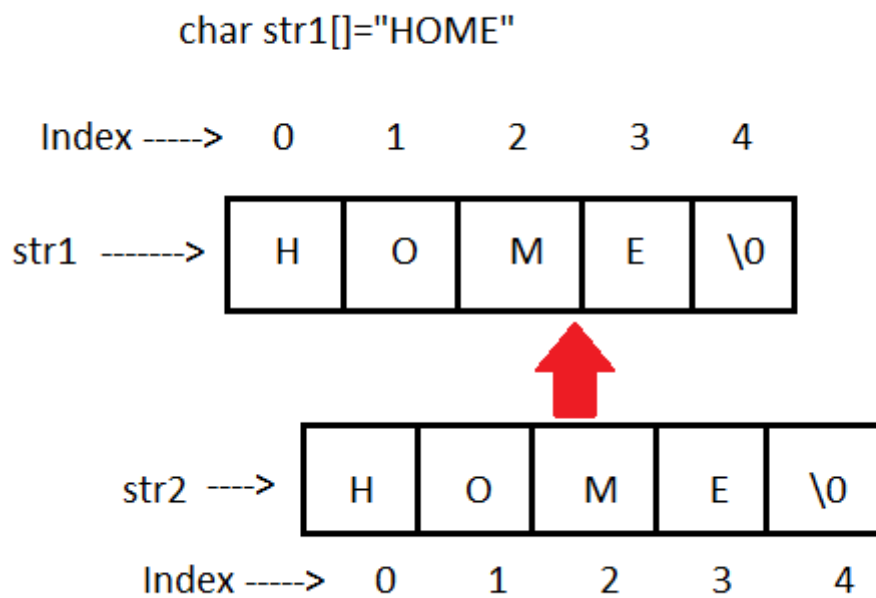
```
int j = strlen("studytonight");  
int i=strcmp("study ", "tonight");  
printf("%d %d",j,i);
```

OUTPUT:

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strcpy() function:

It copies the second string argument to the first string argument.



Example of strcpy() function:

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

```
int main()
{
    char s1[50], s2[50];

    strcpy(s1, "StudyTonight");
    strcpy(s2, s1);

    printf("%
```

```
    return(0);  
}
```

OUTPUT:

StudyTonight

strrev() function:

It is used to reverse the given string expression.

Before

str1 ---->

C	O	D	E	\0
---	---	---	---	----

After strrev(str1)

str1 ---->

E	D	O	C	\0
---	---	---	---	----

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Code snippet for `strrev()`:

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

```
int main()
```

```
{
```

```
    char s1[50];
```

```
    printf("Enter your string: ");  
    gets(s1);
```

X

```
printf("\nYour reverse string is: %s",strrev(s1));  
return(0);  
}
```

OUTPUT:

Enter your string: studytonight

Your reverse string is: thginotyducts

Related Tutorials:

- [C Array](#).
- [C Functions](#)
- [C Pointers](#)
- [C Structures](#)

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