Chapter 10: C-string, etc

Checkpoint

1. isalpha> returns alphabet

isalnum> returns alphabet or a digit

isdigit> returns 0-9 digit

islower> returns lowercase letter

isprint> returns printable character, including space

ispunct> returns printable character other than digit, letter, or space

isupper> returns uppercase letter

isspace> returns whitespace character

toupper> returns uppercase

tolower> returns lowercase

1. little = tolower(big);
2. if (isdigit(ch))

cout << “digit”;

else

cout << “not a digit”;

1. a
2. char option;

do {

cout << "Do you want to repeat the program or quit? (R/Q) ";

cin >>option;

} while (toupper(option) != 'R' && toupper(option) != 'Q');

1. strlen> accepts a pointer to a string. Returns the length of the string.

strcat> accepts pointers to two strings (the first string is altered)

strcpy> accepts pointers to two strings (copy the second string to the first string)

strncpy> accepts pointers to two strings and an integer argument

strcmp> accepts pointers to two string arguments. If string1 == string2, returns 0. If string2 is alphabetically greater than string1, returns a positive number. If string2 is alphabetically less than string1, returns negative number.

Strstr> searches for the first occurance of string2 in string1

1. 4
2. Have a nice day

nice day

1. strcpy(composer, "Beethoven");
2. #include <iostream>

#include <cstring>

using namespace std;

int main() {

char place[] = "The Windy City";

if (strstr(place, "Windy"))

cout << "Windy found.\n";

else

cout << "Windy not found.\n";

return 0;

}

1. atoi> convert string to integer

atol> convert string to long integer

atof> convert string to float

itoa> convert int to string

1. num = atoi(“10”);
2. num = atol(“100000”);
3. num = atof(“7.2389”);
4. itoa(127, value, 10);
5. Tom Talbert Tried Trains

Dom Dalbert Dried Drains