

## STRINGS

### Definition:

- ✓ A String is a sequence of characters enclosed by Double quotation. The end of the string is marked with NULL character (\0).
- ✓ It is also termed as character string or a string of characters, is a sequence of elements of char data type.
- ✓ A String literal is a constant, its values cannot be changed.

**Ex:** Consider string “pinku” is stored as

|   |   |   |   |   |    |
|---|---|---|---|---|----|
| p | i | n | k | u | \0 |
| 0 | 1 | 2 | 3 | 4 | 5  |

- ✓ If string is used in program, it is stored in consecutive bytes in memory and compiler places null character at the end

### Declaring String Variables:

- ✓ The String is declared as array of characters.

Syntax: **char <string\_name> [<array-length>];**

Where,

- ✓ string\_name is variable name/name of string
- ✓ Array\_name is size of array of string

**Ex:** char name[20];

Here 20 memory locations are allocated ranging from 0 to 19

- The size of character is 1 byte, each character occupies 1 byte and can hold maximum of 20 characters including NULL in above example.

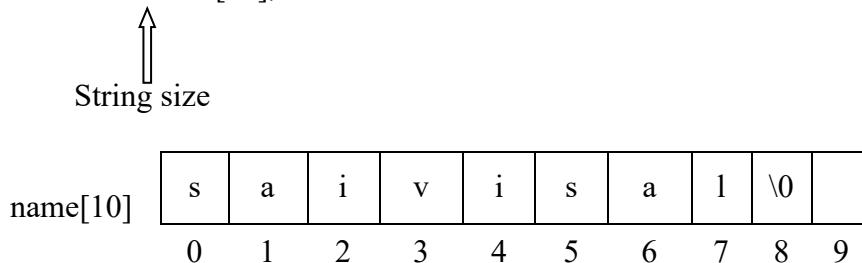
### *Note:- String Delimiter (NULL)*

- NULL character indicates end of string
- Some cases we should explicitly insert NULL character to terminate, but in literal string it is inserted automatically.
- An extra position must be provided in each string declaration for NULL character.

## String Size and Length:

- ✓ String size is the number of bytes allocated during the declaration.
- ✓ String length is the number of characters provided in storing till null, but not including null.

Ex:- `char name[10];`



Here *string size* is 10 and *string length* is 8.

## Initializing String:

- ✓ There are various ways to initialize strings.

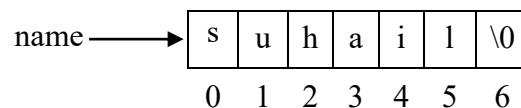
They are,

- Initializing locations characters by character
- Partial array initialization
- Initialization without specifying the size
- Array initialization with a string

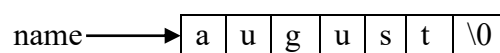
## Initializing locations characters by character:

- ✓ Here the characters are stored in the specified order, and the remaining locations are initialized to NULL.

Ex:- 1. `char name[7] = {'s','u','h','a','i','l'};`



2. `char name[7] = {'a','u','g','u','s','t','\0'};`

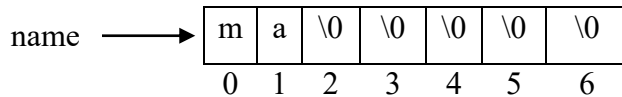


We can specify the null character also explicitly.

## Partial array initialization

- ✓ The number of character to be initialized will be less than size, during which the characters are stored from left to right and remaining locations are set to NULL.

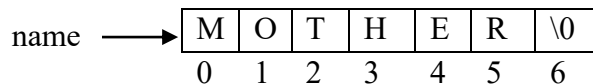
Ex:- `char name[7]={‘m’,‘a’};`



## Initialization without specifying the size

- ✓ Here the size of string is not specified in declaration; the compiler will set array size based on the total number of character initialized and null should be initialized expectedly.

Ex:- `char name[ ]={‘M’,‘O’,‘T’,‘H’,‘E’,‘R’,‘\0’};`



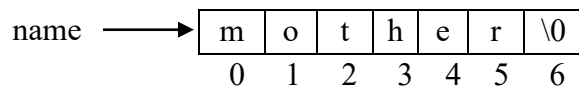
Size will be set as 7 characters

## Array initialization with a string

- ✓ Here the string is assigned where in which additional one byte is reserved for NULL character.

Ex: `char name[ ]="mother";`

- ✓ Here string length is 6 , but string size is 6+1=7 bytes, where 1 byte is used for NULL character.



**Note:-**

We can assign strings explicitly character by character as

`char name[7];`

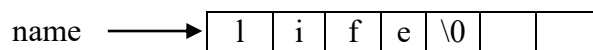
`char name[0]='l';`

`char name[1]='i';`

`char name[2]='f';`

`char name[3]='e';`

`char name[4]='\0';`



## A String as an array of character

- ✓ We know that a string is an array of character, we can perform operations on individual positions.

**Ex1:**      `char a;`

`char name[10]= "mother";`

`a = name[2];`



|   |   |   |   |   |   |    |    |    |    |
|---|---|---|---|---|---|----|----|----|----|
| m | o | t | h | e | r | \0 | \0 | \0 | \0 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6  | 7  | 8  | 9  |

The value of a is 't'.

**Ex2:**      `char name[7]= "mather";`

We can change the value of name to "mother " as

`name[1]='o';`

|   |   |   |   |   |   |    |
|---|---|---|---|---|---|----|
| m | a | t | h | e | r | \0 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6  |



`name[1]='o';`



|   |   |   |   |   |   |    |
|---|---|---|---|---|---|----|
| m | o | t | h | e | r | \0 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6  |

## String versus an Array of char

- A string is treated a single unit even though it is array of characters, where as in array of char each character is considered.
- Manipulation functions are available to perform operations on string like - copy, compare etc.. In array of char operations has to be performed on individual elements.

## String and assignment operator

Generally we assign value to a string as

***`char name[10] = "mother";`***

- ✓ But when we assign one string value to another string it will be treated as illegal of which we need to make use of built-in string manipulation functions.

**Ex:**      `char name1[10]= "mother";      //valid      name2=name1;      //invalid`

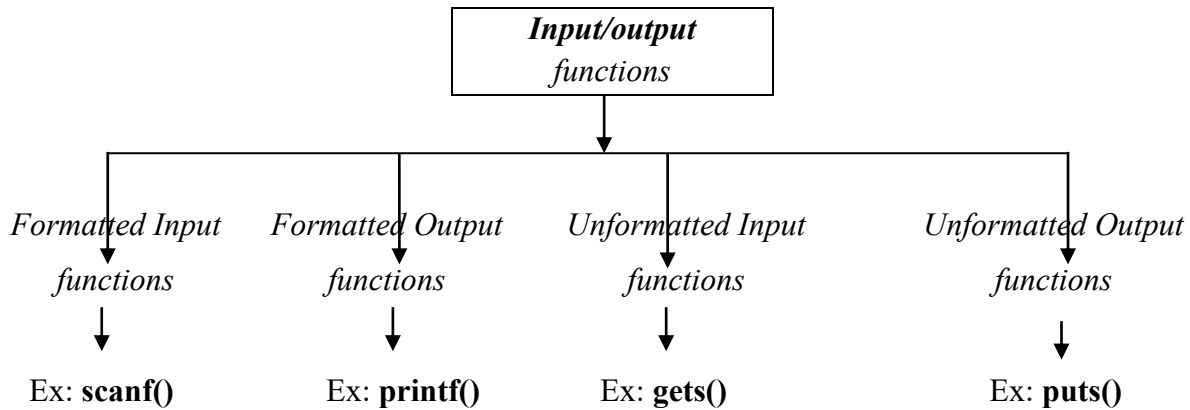
`char name2[10]`

***Copying a sting using = operator is invalid.***

`name2="father";      //invalid`

## String Input / Output Functions

The different string input/output functions are,



### Formatted Input function: scanf()

- ✓ Reading is possible using scanf function. The conversion specification for reading a string is %s.
- ✓ Since string is an array of characters and it is an address, the symbol "&" may not be needed while using scanf statement. While entering data, be sure not to type the quotation marks.

**Ex:**

```
char name[10];
printf("enter name");
scanf("%s",name);
```

**Output:**

Enter name  
vishal

|   |   |   |   |   |   |    |   |   |   |
|---|---|---|---|---|---|----|---|---|---|
| V | i | s | h | a | l | \0 |   |   |   |
| 0 | 1 | 2 | 3 | 4 | 5 | 6  | 7 | 8 | 9 |

- ✓ During entering string values all whitespaces are removed and only non white space characters are copied.

**Ex:**

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

mom dad
  ↓
blank space
```

|   |   |   |    |   |   |   |   |   |   |
|---|---|---|----|---|---|---|---|---|---|
| M | o | m | \0 | ? | ? | ? | ? | ? | ? |
| 0 | 1 | 2 | 3  | 4 | 5 | 6 | 7 | 8 | 9 |

## The disadvantages of using scanf are

- ✓ The scanf functions stops reading at occurrence of first white space character, even if there are many other characters.

**Ex:**        `char name[7];`  
               `scanf("%s",name);`

**Output:**

mom dad  
      ↓  
   whitespace

- It stores only “mom” in name and string “dad” is neglected.

- ✓ We cannot enter a value which is longer than the number of characters in variable’s declaration minus 1. There will not be having space for null character.
- ✓ To include spaces and other special symbols we can make use of edit set conversion code. i.e., ( %[ ] )

Syntax: **`scanf(“ %[.....]”,str);`**

- ✓ *Edit characters:* represents valid character that should be included.

**Ex:**    `scanf(“%[^\\n]”,name);`

- ✓ The above scanf statements accept the all characters except “\\n”.

## Formatted Output function: printf()

- ✓ Using printf function, it is possible to print a string, all characters, but not including, the null character.
- ✓ They are two ways to print strings using printf function

**Ex:**    `printf(“God Bless You All”);`

- This prints all the characters including spaces which is in double quotes.

**Output:**

- God Bless You All

**Ex:**    `char name[10]=”mother”;`

`printf(“%s”,name);`

- The above printf statement will display output as  
   mother

**Write a C program to read and display string using formatted input and output statement.**

```
#include<stdio.h>
#include<conio.h>
void main()
{
    char name[20];
    printf("enter name");
    scanf("%s",name);
    printf("the name is %s",name);
    getch();
}
```

**Output:**

**Enter name**

Niharika

The name is Niharika