

String Initialization, Accessing and Displaying

Saturday, January 03, 2026 9:08 PM

<p>string "Hello" Ex: char fname[4]; fname[] = {'H', 'e', 'l', 'l', 'o'};</p> <p>char <table border="1"><tr><td>t</td><td>w</td><td>o</td><td>l</td></tr><tr><td>116</td><td>119</td><td>41</td><td>0</td></tr></table> ASCII</p>	t	w	o	l	116	119	41	0	<p><u>Syntax:</u> char <u>str</u>[<u>size</u>]; Ex: char msg[10];</p>
t	w	o	l						
116	119	41	0						

char fname[6] = "TOM";

'T'	'O'	'M'	'\0'	'\0'	'\0'
frame[0]	[1]	[2]	[3]	[4]	[5]

Read strings

- 1) scanf()
- 2) gets()

3) getchar()

scanf()

Eg:-

```
char str[10];
```

```
printf("Enter any string\n");  
scanf("%s", str);
```

Output:-

"Hello"

"Hello  world"

gets()

Eg:-

```
char str[10];
```

```
printf("Enter any string\n");  
gets(str);
```

"Hello  world"

• Hello world

getchar()

```
int i=0;
char str[10],ch;
getchar(ch);
while(ch != '\0')
{
    str[i]=ch;
    i++;
    getch(ch);
}
str[i] = '\0';
```

Display string

1) printf() → printf("%s", str);

2) puts() → puts(str);

3) putchar() → int i;
while(str[i] != '\0')
{
 putchar(str[i]);
 ...
}

} int

<string.h>

1) strlen(s)

2) strcpy(S1,S2)

3) strcmp(S1,S2)

4) strcat(S1,S2)

↳ $S1 \leftarrow S1 + S2$

5) strrev(s)

strlen() - Returns string length

Syntax:

int strlen(str);

Ex:- char fname[30] = {"bob"};

int length = strlen(fname);

3
=

Strcpy()

Syntax: $\text{strcpy}(\underline{s1}, \underline{s2})$;

e.g.: $\text{char } s1[6], s2[6] = "Hello";$
 $\text{strcpy}(\underline{s1}, \underline{s2})$;
 $\underline{\underline{\text{printf}}}("%s", \underline{s1})$;