

String Initialization, Accessing and Displaying

Saturday, January 03, 2026 9:08 PM

String
"Hello" '\0'

Ex:
char frame[4];
frame[] = {'t', 'w', 'o', '\0'};

char	t	w	o	\0
ASCII	116	119	111	0

Syntax;

char str[size];

ex: char msg[10];

char frame[6] = "TOM";

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

Read strings

1) scanf()

2) gets()

3) getchar()

scanf()

Ex:-

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

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

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

Ip:-

"Hello"

"Hello world"

gets()

Eg:-

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

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

```
gets(str);
```

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

```
char str[10] = "Hello";
```

- 1) printf() → printf("%.s", str);
- 2) puts() → puts(str);
- 3) putchar() →
 int i;
 while(str[i]!='\0')
 {
 putchar(str[i]);
 i++;
 }

} 177

<string.h>

1) strlen(s)

2) strcpy(s1, s2)

3) strcmp(s1, s2)

4) strcat(s1, s2)

↳ s1 ← s1 + s2

5) strrev(s)

strlen() - Returns string length

Syntax:

int strlen(str);

Ex: char fname[30] = {"b_o_b"};
int length = strlen(fname);
 ← 3

strcpy()

Syntax: strcpy(s1, s2);

ex: char s1[6], s2[6] = "Hello";
 strcpy(s1, s2);
 printf("%s", s1);