Chapter 3: Arrays and Strings (programs)

```
4.1 One dimension, two dimension, and multidimensional arrays:
#include <stdio.h>
    // One-dimensional array
    int numbers [5] = \{1, 2, 3, 4, 5\};
    // Two-dimensional array
    // Multidimensional array
    return 0;
4.2 Array declaration:
#include <stdio.h>
    int numbers[5]; // Declaration of a one-dimensional array
4.3 Array initialization:
#include <stdio.h>
int main() {
4.4 Calculating the length of an array:
#include <stdio.h>
    int length = sizeof(numbers) / sizeof(numbers[0]);
    printf("Length of the array: %d\n", length);
    return 0;
4.5 Operations on an array:
#include <stdio.h>
    int numbers [5] = \{1, 2, 3, 4, 5\};
    int firstElement = numbers[0];
    printf("First element: %d\n", firstElement);
```

```
// Modifying elements
    numbers[1] = 10;
        printf("Element at index %d: %d\n", i, numbers[i]);
    return 0;
4.6 String input/output:
#include <stdio.h>
int main() {
    char name[20];
    // String input
    scanf("%s", name);
    // String output
4.7 String operations:
#include <stdio.h>
int main() {
    char str2[20] = "World";
    strcat(str1, str2);
    printf("Concatenated string: %s\n", str1);
    char substring[10];
    substring[5] = ' \setminus 0';
    printf("Substring: %s\n", substring);
    // Length
    int length = strlen(strl);
    printf("Length of the string: %d\n", length);
    // Searching
    char searchChar = 'o';
    printf("First occurrence of '%c': %s\n", searchChar, searchResult);
    char* replaceResult = strstr(str1, "World");
    printf("Replaced string: %s\n", str1);
    return 0;
```

4.8 Array of strings:

```
#include <stdio.h>
int main() {
    char names[3][20] = {"John", "Mary", "Tom"};

    // Accessing elements
    printf("First name: %s\n", names[0]);

    // Modifying elements
    strcpy(names[1], "Alice");

    // Traversing through the array
    for (int i = 0; i < 3; i++) {
        printf("Name: %s\n", names[i]);
    }

    return 0;
}</pre>
```