

Supplementary programs for understanding character and string handling in C Language

This document contains three programs that will help you to understand the example code in the document C Characters and Strings.

1. Following program intends to show how char variables can be manipulated:

```
1  #include <stdio.h>
2  #include <ctype.h>
3
4  int main(void)
5  {
6      char grade = 'A';
7
8      printf("\n*****   OUTPUT   *****");
9      printf("\n\n");
10
11     printf("\n Character stored in grade variable is \t %c", grade);
12
13     printf("\n int value represented by char variable grade is \t %d", grade);
14
15     grade = 66;
16
17     printf("\n new Character value of  grade variable is \t %c", grade);
18
19     grade++;
20
21
22     printf("\n Character value of  grade variable after increment \t %c", grade);
23
24     printf("\n\n");
25
26     printf("*****   *****   *****\n");
27
28     return 0;
29 }
```

***** OUTPUT *****

Character stored in grade variable is A
int value represented by char variable grade is 65
new Character value of grade variable is B
Character value of grade variable after increment C

***** ***** *****

2. Character Arrays, and pointer to char

```
1  #include <stdio.h>
2  #include <ctype.h>
3
4  int main(void)
5  {
6      char course[] = "Programming Fundamentals";
7
8      char course2[] = {'D', 'B', 'M', 'S', '\0'};
9
10     const char *instructor = "Imran Ali";
11
12     printf("\n*****      OUTPUT      *****");
13
14     printf("\n\n");
15
16     printf("\n value stored in course character Array %s ", course);
17
18     printf("\n value stored in course2 character Array %s ", course2);
19
20     printf("\n value stored in pointer variable %s ", instructor);
21
22     printf("\n\n");
23
24     printf("*****      *****      *****\n");
25
26     return 0;
27 }
```

***** OUTPUT *****

value stored in course character Array Programming Fundamentals
value stored in course2 character Array DBMS
value stored in pointer variable Imran Ali

***** ***** *****

3. Use of Ternary Operator

```
1  #include <stdio.h>
2  #include <ctype.h>
3
4  int main(void)
5  {
6
7
8      printf("\n*****      OUTPUT *****");
9
10     printf("\n\n");
11
12     printf((2 > 3) ? "true" : "false");
13
14     printf("\n");
15
16     printf((2 < 3) ? "true" : "false");
17
18     printf("\n\n");
19
20     printf("*****      ***** *****\n");
21
22     return 0;
23 }
```

***** OUTPUT *****

false
true

***** ***** *****