## CS 240 Programming in C

Strings

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String in C programming is a sequence of characters terminated with a null character /0. Strings are defined as an array of characters. The difference between a character array and a string is the string is terminated with a unique character /0.  $^{\rm 1}$ 

<sup>&</sup>lt;sup>1</sup>https://www.geeksforgeeks.org/strings-in-c/



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 $^{2} https://www.tutorialspoint.com/cprogramming/c\_strings.htm$ 

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Different ways to initialize string in C

- char str[] = "CS240";
- char str[] = { 'C', 'S', '2', '4', '0', "};
- char str[10] = "CS240";
- char str[10] = { 'C', 'S', '2','4', '0', " };

## Runtime Memory Layout

- Text segment: machine instructions of program
- Data segment: constants, global variables (static or not) and local static variables
- Heap: dynamically allocated space, malloc()
- Stack: runtime call stack
  - Actual parameters (arguments) for functions
  - Local (automatic) variables
  - Return address
  - Returned value



- C program's stack segment is consisted of nested function frames or stack frames.
- the main frame is the most outside frame, and the starting point of the program.
- Each function call will start one new frame in the stack, and after exit of function, its stack frame gets destroyed with every thing in it.
- Stack frames works like stack structure, the first created frame gets destroyed at last, which is the main, and the last created stack frame gets destroyed first. FILO.
- Stack frame growing from high address to low address.

Strings declared as character arrays are stored in C like other types of arrays. If str[] is an auto variable, it is stored in the stack segment; if it is a global or static variable, it is stored in the data segment.

```
char str[4] = "ABC"; /*One extra for string terminator*/
/* OR */
char str[4] = {'U', 'M', 'B', '\0'};
```

Read only string in a shared segment.

```
char *str = "ABC";
```

Dynamically allocated in heap segment.

```
char *str;
int size = 4; /*one extra for '\0'*/
str = (char *)malloc(sizeof(char)*size);
*(str+0) = 'A';
*(str+1) = 'B';
*(str+2) = 'C';
*(str+3) = '\0':
```

```
#include <stdio.h>
int main()
{
    char name[30];
    printf("Enter name: ");
    fgets(name, sizeof(name), stdin); // read string
    printf("Name: ");
    puts(name); // display string
    return 0;
}
```

- strcpy(s1, s2) Copies string s2 into string s1.
- strcat(s1, s2) Concatenates string s2 onto the end of string s1.
- strlen(s1) Returns the length of string s1.
- strcmp(s1, s2) Returns 0 if s1 and s2 are the same; less than 0 if s1<s2; greater than 0 if s1>s2.
- strchr(s1, ch) Returns a pointer to the first occurrence of character ch in string s1.
- strstr(s1, s2) Returns a pointer to the first occurrence of string s2 in string s1.
- strdup(s) Returns a pointer to the duplicated string s.
- strtok(s, c) Returns a pointer to the first token found in the string.

char \*strpbrk(const char \*s, const char \*accept);

The strpbrk() function locates the first occurrence in the string s of any of the bytes in the string accept.

char \*strchr(const char \*s, int c);

The strchr() function returns a pointer to the first occurrence of the character c in the string s.

char \* strtok ( char \* str, const char \* delimiters );

A sequence of calls to this function split str into tokens, which are sequences of contiguous characters separated by any of the characters that are part of delimiters.

On a first call, the function expects a C string as argument for str, whose first character is used as the starting location to scan for tokens. In subsequent calls, the function expects a null pointer and uses the position right after the end of the last token as the new starting location for scanning. <sup>3</sup>

<sup>&</sup>lt;sup>3</sup>https://cplusplus.com/reference/cstring/strtok/

- strcpy compare\_string.c
- strcat join\_string.c
- strlen strlen.c
- strcmp compare\_string.c
- strcoll compare\_string.c
- strdup duplicate\_string.c
- strpbrk char\_match.c
- strchr char\_match.c
- strspn match\_substring.c