

CSc 352

C - char arrays, reading input,
make

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Inspired by slides from Dr. Eric Anson

Strings?

- The concept of a “String” as a type does not exist in the base C language. A “String” in C is an **array** of type **char**
- Terminated by a NULL (specified as '`\0`')
- The functionality of strings such as concatenation, copying, etc happens through standard library functions `<string.h>`
- C arrays (and therefore C strings) do NOT have automatic bound checking for indexes

(I'll cover arrays later - for now just focus on “strings”)

Define a new char[]

```
char x[] = "abcdefg";  
char x[8] = "abcdefg";  
char x[8] = {'a', 'b', 'c', 'd', 'e', 'f', 'g'};
```

Print a char[]

```
printf("%s\n", x);  
for (int i = 0; i < sizeof(x); i++) {  
    printf("%c", x[i]);  
}  
printf("\n");
```

Note the %s for “string” and
the %c for character



Read a string from standard input:

```
char x[32];  
scanf("%31s", x);  
printf("%s", x);
```

Why is the char[] length 32?
and what is the %31s for?



How to compare strings:

???

Compare two strings

Write a C program that:

- Asks the user to enter two words
- Determines which would come first in a dictionary

Characters

- What exactly **is** a char(acter) array?
- A character is at minimum a byte, or 8 bits, of general information
- Can be interpreted as a **number** or a **character** (ASCII)

Characters

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```
$ man ascii
```

```
01011010 == 90
```

and

```
01011010 == 'Z'
```

What will it print?

```
#include <stdio.h>
```

```
int main() {  
    char x[] = "Thessalonica";  
    int y = x[2] + x[4];  
    int z = x[5] + x[1];  
    if (y > z) { printf("GREATER\n"); }  
    else      { printf("LESS\n"); }  
    return 0;  
}
```


Read strings from standard input repeatedly

```
#include <stdio.h>
#include <stdlib.h>
```

```
int main() {
    char buffer[32];
    while (scanf("%s", buffer) != EOF) {
        int i = 0;
        while (buffer[i] != '\0') { i += 1; }
        printf("INPUT length %d WAS: %s\n", i, buffer);
    }
    return 0;
}
```

After a few runs, CTRL-D to
send EOF



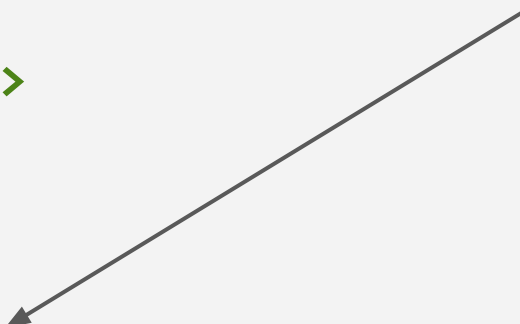
What is this code
going to do?

Alternative options for reading

```
#include <stdio.h>
#include <stdlib.h>
```

Notice the 31

```
int main() {
    char buffer[32];
    while(scanf("%31s", buffer) != EOF) {
        int i = 0;
        while (buffer[i] != '\0') { i += 1; }
        printf("INPUT length %d WAS: %s\n", i, buffer);
    }
    return 0;
}
```



Alternative options for reading

```
char buffer[32];  
while(fgets(buffer, 31, stdin) != NULL) {  
    printf("%s", buffer);  
}
```

EOF represents End Of File
CTRL-D sends EOF
CTRL-C kills process

```
#include <stdio.h>
#include <stdlib.h>
int main() {
    char buffer[32];
    while (scanf("%31s", buffer) != EOF) {
        int i = 0;
        while (buffer[i] != '\0') { i += 1; }
        printf("INPUT length %d WAS: %s\n", i, buffer);
    }
    return 0;
}
```

**Keyboard -
CTRL-D**

**Piping / redirecting,
system will send EOF
when file is done**

Compile

**a.out
executable**

Standard out

Standard err

Characters and char* literals

- `fgets` returns NULL when EOF is reached
- `scanf` returns EOF when EOF is reached

Characters and char* literals

- C differentiates between a character and a string (char array) literal
- Single-quotes are used for chars
- Double-quotes for literals

What lines are OK?

```
1 char words[] = "one small token";  
2 char more_words[] = 'the large hill over there';  
3 char letter_1 = "a";  
4 char letter_2 = 'b';  
5 words = "one small token";
```

Counting Cases

Write a C program that:

- Continuously reads in standard input until end / EOF
- Keeps a count of digits, lower-case, and upper-case letters
- Reports the total count
- (Ignore special symbols, spaces, etc)

```
char buffer[128];  
while(fgets(buffer, 127, stdin) != NULL) {  
    printf("%s", buffer);  
}
```

For reference



What will this do?

```
#include <stdio.h>
```

```
int main() {  
    char x[5] = "abcd";  
    char y[8] = "standar";  
    printf("%s\n", x);  
    return 0;  
}
```

What will this do?

```
#include <stdio.h>
```

```
int main() {  
    char x[5] = "abcde";  
    char y[8] = "standard";  
    printf("%s\n", x);  
    return 0;  
}
```

Basic Make

Make is a unix tool (available on lectura) that can be used to manage the compiling / building of programs

For now, very basic overview of how it works, just so that you can use it to save you a bit of time :)

Makefile

```
test: test.c
```

```
    gcc -Wall -Werror -std=c11 test.c -o test
```

```
clean:
```

```
    rm -f test
```

Makefile

Target: should use name of result file

Prerequisites: Files the target needs to be compiled

```
test: test.c
    gcc -Wall -Werror -std=c11 test.c -o test
```

```
clean:
    rm -f test
```

Command(s) to run to build target, must use tab at beginning

Another target for cleaning up the file this can generate

This makefile has two rules

Running Make

```
$ ls
```

```
makefile  test.c
```

```
$ make
```

```
gcc -Wall -Werror -std=c11 test.c -o test
```

```
$ ls
```

```
makefile  test  test.c
```

```
$ make clean
```

```
rm -f test
```

```
$
```

Test your programs thoroughly

- Ensure your output matches exactly what spec says
- Test with MORE test cases than what the spec says
- Handle edge cases (if applicable)
- Use **sbt.py**