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Char c functions

In this article, you learn about various C programming character management library functions that are used for character processing. As we know that characters are the basic building blocks of each program. A character constant is represented as a character in a single quotation mark. The value for character constant is an integer. For example, A is represented as an that is actually the integer value equal to 97 in ASCII. Similarly, the '' integer value of the newline represents equal to 10 in ASCII. C provides the default character management library <ctype.h>. We should include character management libraries, that will include <ctype.h>use of various character management functions. This heading contains various useful functions for performing tests and manipulations of character data in C programming. The function in <ctype.h>receives an unsigned character represented as int or EOF as argument. In C programming, character is a one byte integer. C <ctype.h>Character management library functions String is a variety of characters. In this guide, we learn how to declare strings, how to work with strings in C programming, and how to use the predefined string handling features. We will see how to compare two strings, concatenate strings, copy one string to another, and perform various string manipulation operations. We can perform such operations using the predefined functions of the string.h header file. To use these string features, you must include the string.h file in the C application. String declaration method 1: character address[]={'T', 'E', 'X', 'A', 'S', '\0'}; Method 2: The string above can also be defined as - character address[]=TEXAS; In the above declaration NULL character (\0) will be automatically inserted at the end of the string. What is NULL Char \0? \0 represents the end of the string. It is also referred to as String terminator & Null Character. String I/O in C programming Read and type Strings in C using Printf() and Scanf() functions #include <stdio.h>#include <string.h>int main() { /* Declaration String*/ char nickname[20]; printf(Enter Nick name:); /* I read the input string and save it in nickname * Array name alone acts as a base address for array so * we can use nickname instead of & nickname here */ scanf (%s, nickname); /*Displays string*/printf(%s,nickname); return 0; } Output: Enter your Nick name:Negan Negan Note: %s format entry is used for strings input/output Read and print Strings in C using gets() and puts() functions #include <stdio.h>#include <string.h>int main() { /* String*Declaration/ char nickname[20]; /* Console screen using puts */ puts(Enter your Nick name:); /* Input using gets */ get (nickname); puts (nickname); return 0; } C – String functions C String function – size Syntax: size_t size(const char *str) size_t usignert kort Den returnerer lengden på strengen uten</string.h> </stdio.h> </string.h> </stdio.h> </ctype.h> </ctype.h> </ctype.h> </ctype.h> </ctype.h> (exit character '\0'). Example of size: #include <stdio.h>#include <string.h>int main() { char str1[20] = BeginnersBook; printf(String length: %d, strlen(str1)); return 0; } Output: Length of string size1:13 strlen vs size strlen returns you the length of the string stored in the array, but the size of returns the total allocated size assigned to the array. So if I consider the example above again, the following statements will return the values below. size(str1) returned value 13. sizeof(str1) returns value 20 as the array size is 20 (see the first sentence of the main function). C String function – size Syntax: size_t strnlen(const char *str, size_t maxlen) size_t represents unsigned card It returns the length of the string if it is less than the value specified for the max (maximum length) otherwise it returns the maxle value. Example of size: #include <stdio.h>#include <string.h>int main() { char str1[20] = BeginnersBook; printf(Length of string size1 when the maxle is 30: %d, strnlen(size1, 30)); printf(Length of string size1 when the maxle is 10: %d, size(size1, 10)); return 0; } Output: The length of string size1 when the maxle is 30: 13 Length of string size1 when the maxle is 10:10 Have you noticed the output of the second printf statement, although the string length was 13 it returned only 10 because the max was 10. C String function - strcmp int strcmp (const char * str1, const char * str2) It compares the two strings and returns an integer value. If both strings are equal (equal), this function will return 0 otherwise it can return a negative or positive value based on the comparison. If string1 < string2= or= string1= is= a= substring= of= string2= then= it= would= result= in= a= negative= value.= if= string1=> string2, it will return positive value. If string1 == string2 then you will get 0 (zero) when you use this function to compare strings. Example strcmp: #include <stdio.h>#include <string.h>int main() { char s1[20] = BeginnersBook; char s2[20] = BeginnersBook.COM, if (strcmp(s1, s2) ==0) { printf(string 1 and string 2 are similar); } otherwise { printf(strings 1 and 2 are different); } return 0; } Output: string 1 and 2 are different C String function - strncmp int strncmp (const char * str1, const char * str2, size_t n) size_t is for unassigned cards It compares both the string to n characters or in other words it compares first n characters in both strings. Example strncmp: #include <stdio.h>#include <string.h>int main() { char s1[20] = BeginnersBook; char s2[20] = BeginnersBook.COM; /* below it compares first 8 characters s1 and s2 */ if (strncmp(s1, s2, 8) ==0) { printf(string 1 and string 2 are the same); } otherwise { printf(strings 1 and 2 are different); } return 0; } Output: string1 and string er lik C String funksjon - strcat tegn * strcat (tegn * str1, røye * str2)</string.h> </stdio.h> </string.h> </stdio.h> </string.h> </stdio.h> </string.h> </stdio.h> </stdio.h> pairs two strings and returns the joined string. Example strcat: #include <stdio.h>#include <string.h>int main() { char s1[10] = Hello; char s2[10] = World; strcat(s1,s2); printf(Output string after concatenation: %s, s1); return 0; } Output: Output string after joining: HelloWorld C String function - strncat characters * strncat (characters * str1, char * str2, int n) It pairs n characters of str2 to string str1. A Terminator character (\0 will always be added at the end of the joined string. Example strncat: #include <stdio.h>#include <string.h>int main() { char s1[10] = Hello; char s2[10] = World; strncat(s1,s2, 3); printf(Concatenation using strncat: %s, s1); return 0; } Output: Join using strncat: HelloWor C String function - strcpy char * strcpy (characters * str1, characters * str2) It copies the string str2 to string str1, including the final character (terminator character '\0'). Example of strcpy: #include <stdio.h>#include <string.h>int main() { char s1[30] = string 1; char s2[30] = string 2 : I'm going to copied into s1; /* this function has copied s2 to s1*/ strcpy(s1,s2); printf(String s1 is: %s, s1); return 0; } Output: String s1 is: string 2: I'll be copied to s1 C String function - strncpy char * strncpy (characters * str1, characters * str2, size_t n) size_t is not assigned short and n is a number. Case1: If the length of size2 > n, it copies only the first n character of size2 to str1. Case2: If the length of str2 < n= then= it= copies= all= the= characters= of= str2= into= str1= and= appends= several= terminator= chars('\0')= to= accumulat= the= length= of= str1= to= make= it= n=example= of= strncpy:= #include=> <stdio.h>#include <string.h>int main() { char first [30] = string 1; characters second[30] = string 2: I use strncpy now; /* this function has copied first 10 characters s2 to s1 */ strncpy (s1,s2, 12); printf (String s1 is: %s, s1); return 0; } Output: String s1 is: string 2: I am C String function - strchr char * strchr (char * str, int ch) It seeks strict str for characters ch (you may wonder that in above definition I have given data type ch as int, do not worry I made some mistakes it should be int only. The thing is when we give some grade while using strchr so it internally gets converted to integer for better search. Example of strchr: #include <stdio.h>#include <string.h>int main() { char mystr[30] = I am an example of function strchr; printf (%s, strchr(mystr, 'f')); return 0; } Output: f function strchr C String function - Strrchr char * strrchr (char * str, int ch) It is similar to the function strchr, the only difference is that it searches the string in reverse order, now you would have understood why we have extra r in strrchr, yes you guessed it correctly, it's just for the reverse. Now let's take the same example above: #include <string.h></string.h> </stdio.h> </string.h> </stdio.h> </string.h> </stdio.h> </string.h> </stdio.h> </string.h> </stdio.h> </string.h> </stdio.h> </stdio.h> main() { char mystr[30] = I am an example of function strchr; printf (%s, strrchr(mystr, 'f')); return 0; } Output: function strchr Why output is different from strchr? That's because it started searching from the end of the string and found the first f in function instead of off. C String function - strstr characters * strstr (characters * str, char * srch_term) It is similar to strchr, except that it searches for string srch_term instead of a single character. Example strstr: #include <stdio.h> #include <string.h> int main() { char inputstr[70] = String Function in C at BeginnersBook.COM; printf (Output string is: %s, strstr(inputstr, 'Begi')); return 0; } Output: Output string is: BeginnersBook.COM You can also use this feature instead of strchr as you are allowed to give single characters too instead of search_term string. String. </string.h></stdio.h>

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