CS 33

Introduction to C
Part 6

Characters

- **ASCII**
  - American Standard Code for Information Interchange
- works for:
  - » English
  - » Swahili
  - » not much else
- doesn't work for:
  - » French
  - » Spanish
  - » German
  - » Korean
  - » Arabic
  - » Sanskrit
  - » Chinese
  - » pretty much everything else

Characters

- Unicode
  - support for the rest of world
  - defines a number of encodings
  - most common is UTF-8
    - » variable-length characters
    - » ASCII is a subset and represented in one byte
    - » larger character sets require an additional one to three bytes
  - not covered in CS 33

ASCII Character Set

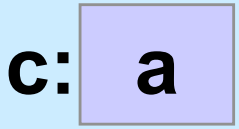
	00	10	20	30	40	50	60	70	80	90	100	110	120
0:	\0	\n			(	2	<	F	P	Z	d	n	x
1:		\v			)	3	=	G	Q	[	e	o	y
2:		\f		sp	*	4	>	H	R	\	f	p	z
3:		\r		!	+	5	?	I	S	]	g	q	{
4:				"	,	6	@	J	T	^	h	r	|
5:				#	-	7	A	K	U	_	i	s	}
6:				$	.	8	B	L	V	`	j	t	~
7:	\a			%	/	9	C	M	W	a	k	u	DEL
8:	\b			&	0	:	D	N	X	b	l	v	
9:	\t			'	1	;	E	O	Y	c	m	w	

*char*s as Integers

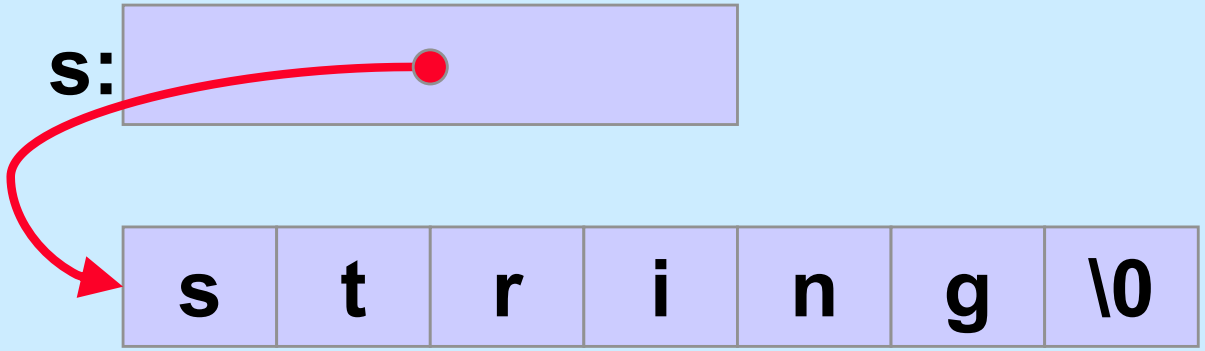
```
char tolower(char c) {
  if (c >= 'A' && c <= 'Z')
      return c + 'a' - 'A';
  else
      return c;
}
```

Character Strings

```
char c = 'a';
```




```
char *s = "string";
```

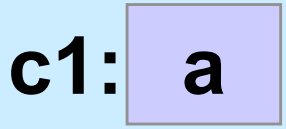


Is there any difference between *c1* and *c2* in the following?

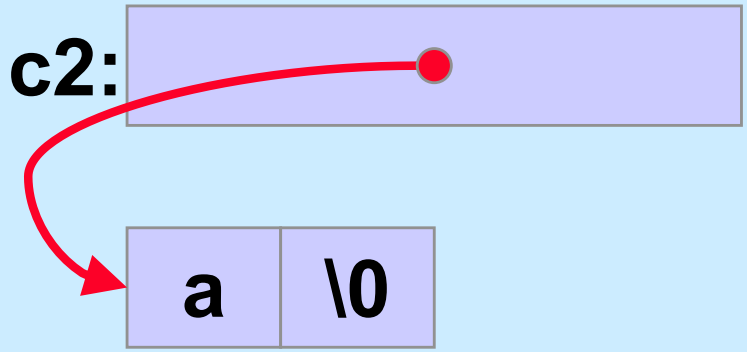
```
char c1 = 'a';
char *c2 = "a";
```

Yes!!

```
char c1 = 'a';
```

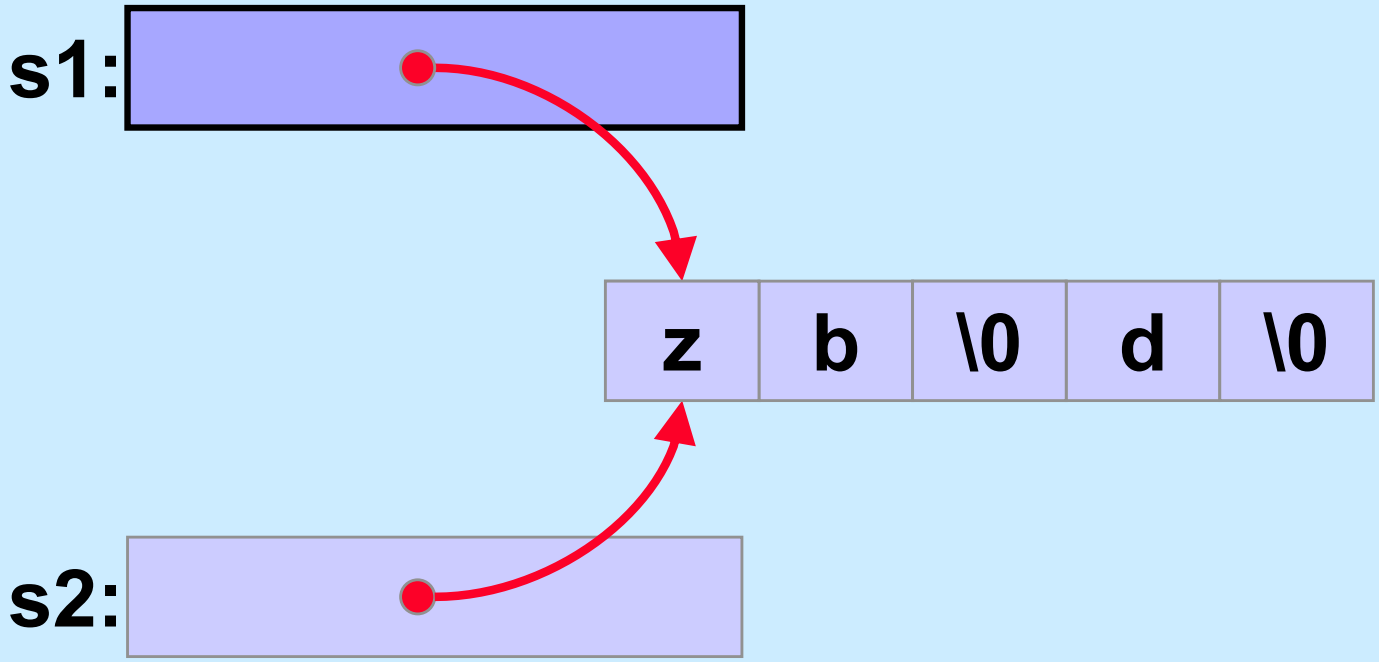



```
char *c2 = "a";
```



What do *s1* and *s2* refer to after the following is executed?

```
char s1[] = "abcd";
char *s2 = s1;
s1[0] = 'z';
s2[2] = '\0';
```



Weird …

Suppose we did it this way:

```
char *s1 = "abcd";
char *s2 = s1;
s1[0] = 'z';
s1[2] = '\0';
```

```
% gcc -o char char.c
% ./char
Segmentation fault
```

Copying Strings (1)

```
char s1[] = "abcd";
char s2[5];

s2 = s1;   // does this do anything useful?

// correct code for copying a string
for (i=0; s1[i] != '\0'; i++)
  s2[i] = s1[i];
s2[i] = '\0';

// would it work if s2 were declared:
char *s2;
// ?
```

Copying Strings (2)

```
char s1[] = "abcdefghijklmnopqrstuvwxyz";
char s2[5];

for (i=0; s1[i] != '\0'; i++)
  s2[i] = s1[i];
s2[i] = '\0';
```

Does this work?

```
for (i=0; (i<4) && (s1[i] != '\0'); i++)
  s2[i] = s1[i];
s2[i] = '\0';
```

Works!

String Length

```
char *s1;

s1 = produce_a_string();
// how long is the string?

sizeof(s1); // doesn't yield the length!!

for (i=0; s1[i] != '\0'; i++)
  ;
// number of characters in s1 is i
// (not including the terminating '\0')
```

Size

```
int main() {
    char s[] = "1234";
    printf("%d\n", sizeof(s));
    proc(s, 5);
    return 0;
}

void proc(char s1[], int len) {
    char s2[12];
    printf("%d\n", sizeof(s1));
    printf("%d\n", sizeof(s2));
}
```

```
$ gcc -o size size.c
$ ./size
5
8
12
$
```

Quiz 1

```
void proc(char s[9]) {
   printf("%d\n", sizeof(s));
}
```

What's printed?

a) 7
b) 8
c) 9
d) 10

Comparing Strings (1)

```
char *s1;
char *s2;

s1 = produce_a_string();
s2 = produce_another_string();
// how can we tell if the strings are the same?

if (s1 == s2) {
  // does this mean the strings are the same?
} else {
  // does this mean the strings are different?
}
```

Comparing Strings (2)

```
int strcmp(char *s1, char *s2) {
  int i;
  for (i=0;
      (s1[i] == s2[i]) && (s1[i] != 0) && (s2[i] != 0);
      i++)
    ; // an empty statement
  if (s1[i] == 0) {
    if (s2[i] == 0) return 0; // strings are identical
    else return -1; // s1 < s2
  } else if (s2[i] == 0) return 1; // s2 < s1
  if (s1[i] < s2[i]) return -1; // s1 < s2
  else return 1;  // s2 < s1;
}
```

The String Library

```
#include <string.h>

char *strcpy(char *dest, char *src);
  // copy src to dest, returns ptr to dest
char *strncpy(char *dest, char *src, int n);
  // copy at most n bytes from src to dest
int strlen(char *s);
  // returns the length of s (not counting the null)
int strcmp(char *s1, char *s2);
  // returns -1, 0, or 1 depending on whether s1 is
  // less than, the same as, or greater than s2
int strncmp(char *s1, char *s2, int n);
  // do the same, but for at most n bytes
```

The String Library (more)

```
size_t strspn(const char *s, const char *accept);
      // return length of initial portion of s
      // consisting entirely of bytes from accept

size_t strcspn(const char *s, const char *reject);
      // return length of initial portion of s
      // consisting entirely of bytes not from
      // reject
```

Quiz 2

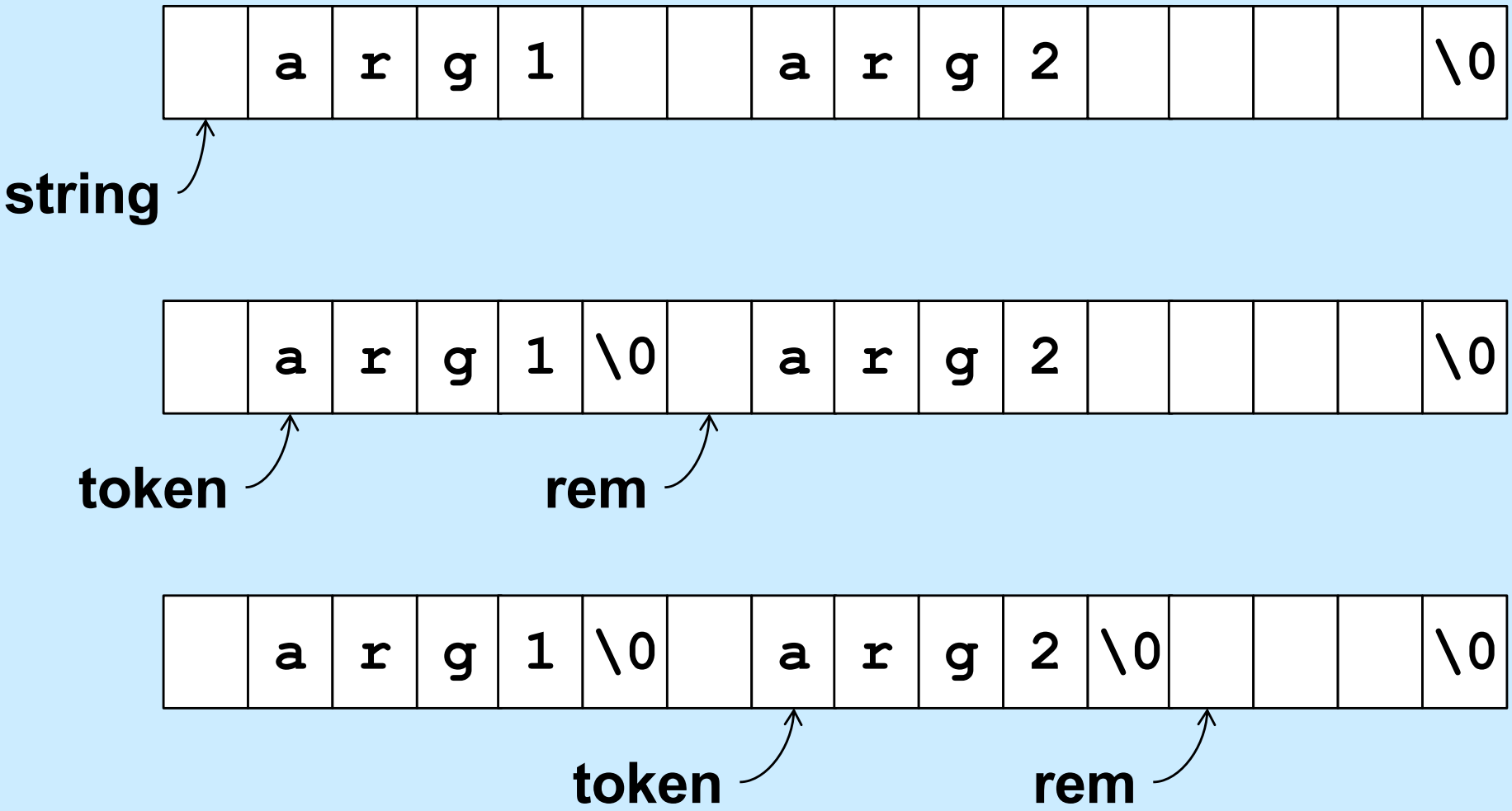
```
#include <stdio.h>
#include <string.h>

int main() {
  char s1[] = "Hello World!\n";
  char *s2;
  strcpy(s2, s1);
  printf("%s", s2);
  return 0;
}
```

This code:

a) has syntax problems
b) might seg fault
c) is a great example of well written C code

Parsing a String



Designing the Parse Function

- It modifies the string being parsed
  - puts nulls at the end of each token
- Each call returns a pointer to the next token
  - how does it know where it left off the last time?
    - how is *rem* dealt with?

Design of *strtok*

- `char *strtok(char *string,`
  `const char *sep)`
  - if *string* is non-NULL, *strtok* returns a pointer to the first token in *string* (and keeps track of where the next token would be)
  - if *string* is NULL, *strtok* returns a pointer to the token just after the one returned in the previous call, or NULL if there are no more tokens
  - tokens are separated by any non-empty combination of characters in *sep*

Using *strtok*

```
int main() {
  char line[] = "  arg0   arg1 arg2   arg3   ";
  char *str = line;
  char *token;
  while ((token = strtok(str, " \t\n")) != NULL) {
    printf("%s\n", token);
    str = NULL;
  }
  return 0;
}
```

Output:

```
arg0
arg1
arg2
arg3
```

strtok Code part 1

```
char *strtok(char *string, const char *sep) {
  static char *rem = NULL;
  if (string == NULL) {
    if (rem == NULL) return NULL;
    string = rem;
  }
  int len = strlen(string);
  int slen = strspn(string, sep);
      // initial separators
  if (slen == len) {
    // string is all separators
    rem = NULL;
    return NULL;
  }
```

strtok Code part 2

```
  string = &string[slen]; // skip over separators
  len -= slen;
  int tlen = strcspn(string, sep); // length of first token
  if (tlen < len) {
    // token ends before end of string: terminate it with 0
    string[tlen] = '\0';
    rem = &string[tlen+1];
  } else {
    // there's nothing after this token
    rem = NULL;
  }
  return string;
}
```

Numeric Conversions

```
short a;
int b;
float c;

b = a;    /* always works */
a = b;    /* sometimes works */
c = b;    /* sort of works */
b = c;    /* sometimes works */
```

Implicit Conversions (1)

```
float x, y=2.0;
int i=1, j=2;

x = i/j + y;
  /* what's the value of x? */
```

Implicit Conversions (2)

```
float x, y=2.0;
int i=1, j=2;
float a, b;

a = i;
b = j;
x = a/b + y;
  /* now what's the value of x? */
```

Explicit Conversions: Casts

```
float x, y=2.0;
int i=1, j=2;

x = (float)i/(float)j + y;
  /* and now what's the value of x? */
```

Purposes of Casts

- **Coercion**

```
int i, j;
float a;
a = (float)i/(float)j;
```

modify the value appropriately

- **Intimidation**

```
float x, y;
    // sizeof(float) == 4
swap((int *)&x, (int *)&y);
```

it's ok as is (trust me!)

Quiz 3

- **Will this work?**

```
double x, y; //sizeof(double) == 8

...
swap((int *)&x, (int *)&y);
```

a) **yes**
b) **no**

Caveat Emptor

- **Casts tell the C compiler: "Shut up, I know what I'm doing!"**
- **Sometimes true**

```
float x, y;
swap((int *)&x, (int *)&y);
```

- **Sometimes false**

```
double x, y;
swap((int *)&x, (int *)&y);
```

Nothing, and More …

- ***void*** **means, literally, nothing:**

```
void NotMuch(void) {
   printf("I return nothing\n");
}
```

- **What does *void* * mean?**
  - **it's a pointer to anything you feel like**
    - » **a generic pointer**

Rules

- **Use with other pointers**

```
int *x;
void *y;
x = y; /* legal */
y = x; /* legal */
```

- **Dereferencing**

```
void *z;
func(*z); /* illegal!*/
func(*(int *)z); /* legal */
```

Swap, Revisited

```
void swap(int *i, int *j) {
  int tmp;
  tmp = *j; *j = *i; *i = tmp;
}
/* can we make this generic? */
```

An Application: Generic Swap

```
void gswap (void *p1, void *p2,
        int size) {
  int i;
  for (i=0; i < size; i++) {
        char tmp;
        tmp = ((char *)p1)[i];
        ((char *)p1)[i] = ((char *)p2)[i];
        ((char *)p2)[i] = tmp;
  }
}
```

Using Generic Swap

```
short a=1, b=2;
gswap(&a, &b, sizeof(short));

int x=6, y=7;
gswap(&x, &y, sizeof(int));

int A[] = {1, 2, 3}, B[] = {7, 8, 9};
gswap(A, B, sizeof(A));
```

Fun with Functions (1)

```
void ArrayDouble(int A[], int len) {
  int i;
  for (i=0; i<len; i++)
      A[i] = 2*A[i];
}
```

Fun with Functions (2)

```
void ArrayBop(int A[],
      int len,
      int (*func)(int)) {
  int i;
  for (i=0; i<len; i++)
      A[i] = (*func)(A[i]);
}
```

Fun with Functions (3)

```
int triple(int arg) {
  return 3*arg;
}

int main() {
  int A[20];
  … /* initialize A */
  ArrayBop(A, 20, triple);
  return 0;
}
```

Laziness …

- **Why type the declaration**

```
void *(*f)(void *, void *);
```

- **You could, instead, type**

```
MyType f;
```

- **(If, of course, you can somehow define *MyType* to mean the right thing)**

typedef

- **Allows one to create new names for existing types**

```
typedef int *IntP_t;
```

```
IntP_t x;
```

  – **means the same as**

```
int *x;
```

More typedefs

```
typedef struct complex {
  float real;
  float imag;
} complex_t;

complex_t i, *ip;
```

And …

```
typedef void *(MyFunc_t)(void *, void *);

MyFunc_t f;

// you must do its definition the long way

void *f(void *a1, void *a2) {
  …
}
```

Quiz 4

- **What's A?**

```
typedef double X_t[N];
X_t A[M];
```

a) an array of M doubles
b) an MxN array of doubles
c) an NxM array of doubles
d) a syntax error