

EE 200 Lecture 7: Arrays of characters (aka strings)

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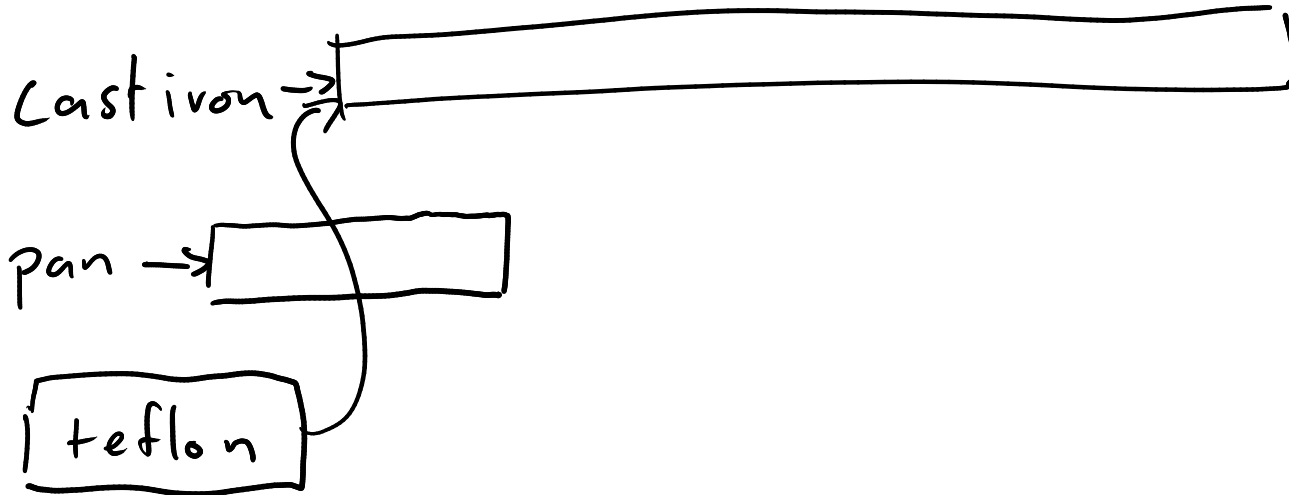


Copying strings

```
char castiron[] = "My cast iron skillet";  
char pan[5];  
char* teflon;
```

What happens if you do:

```
pan = castiron
```



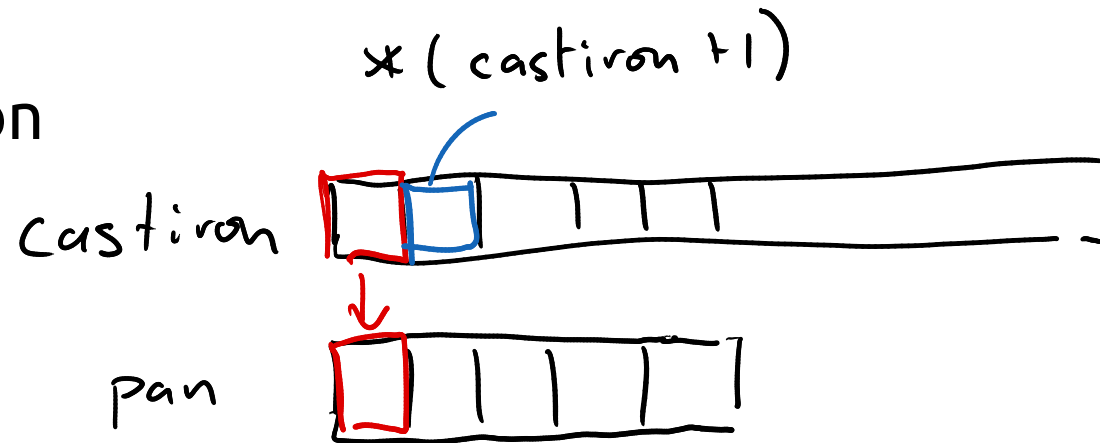
Copying strings

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What happens if you do:

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pan = castiron
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```
*pan = *castiron
```



Copying strings

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*pan = *castiron
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&pan = &castiron
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Copying strings

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What happens if you do:

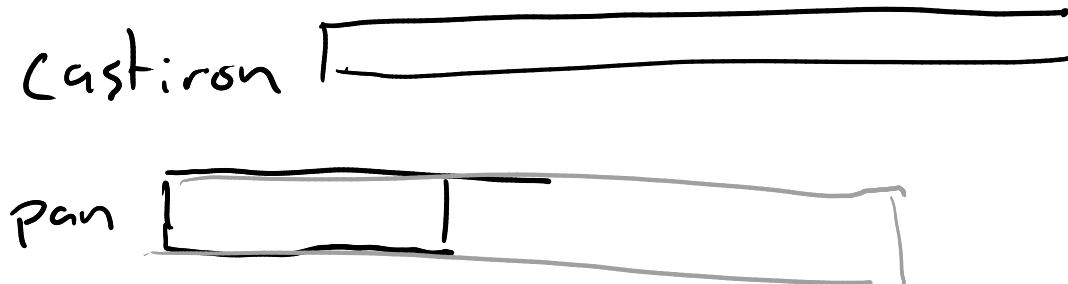
```
pan = castiron
```

```
*pan = *castiron
```

```
&pan = &castiron
```

```
strcpy(pan, castiron)
```


copy



Copying strings

```
char castiron[] = "My cast iron skillet";  
char pan[5];  
char* teflon;
```

What happens if you do:

```
pan = castiron
```

```
*pan = *castiron
```

```
&pan = &castiron
```

```
strcpy(pan, castiron)
```

```
strncpy(pan, castiron, 5)
```

Const and strings

Why does this crash?

```
void fixString(char* str)
{
    str[0] = 'U';
}
int main(int argc, char* argv[])
{
    char* cucumber = "I like cucumbers.";
    fixString(cucumber);
}
```

Const and strings

What happens now?

```
void fixString(char* str)
{
    str[0] = 'U';
}
int main(int argc, char* argv[])
{
    const char* cucumber = "I like cucumbers.";
    fixString(cucumber);
}
```


Const and strings

What happens now?

```
void fixString(const char* str)
{
    str[0] = 'U';
}
int main(int argc, char* argv[])
{
    const char* cucumber = "I like cucumbers.";
    fixString(cucumber);
}
```

Grading

Progress dashboard is up!

It's manually updated, so don't panic if results don't show up immediately

Make sure to submit a pull request for HW 3