

Personal SE

Strings & Command Line Arguments



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- Whoa! What's that <u>last</u> character????
- In C, proper strings <u>must</u> be terminated with a NUL (0) character.
- We <u>always</u> need an <u>extra byte</u> to hold the terminator!



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How would we read in such a line?

```
void readline( char line[], int maxsize ) {
    int i = 0 ;
    int ch ;

    for ( ch = getchar() ; ch != '\n' && ch != EOF ; ch = getchar() ) {
        if ( i < maxsize ) {
            line[ i++ ] = ch ;
        }
    }
    line[ i ] = '\0' ;
    return ;
}</pre>
```



- How can we copy one string to another?
- Modify acopy to strcpy:

```
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   int i;

for ( i = 0 ; sto[ i ] = sfrom[ i ] ; ++i )
   ;
}
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   ;
}
```

Copy the ith character. If this was a NUL, exit the loop.



String Library

```
#include <string.h>
int strlen( char str[] );
   Note: strlen("Hello") == 5
void strcpy( char sto[], char sfrom[] );
void strncpy( char sto[], char sfrom[], unsigned n );
   Note: Copies 'n' characters to 'sto' from 'sfrom', padding
           with ' \setminus 0' as necessary.
   Note: If 'sfrom' is too long to fit in 'sto', then 'sto' will NOT
           be NUL terminated.
int strcmp( char str1[], char str2[] );
   Note: comparison is in dictionary order.
   Note: returns -1, 0, 1 if 'str1' is less than, equal to, or greater than
           'str2', respectively.
```



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ac = argument count (the number of command line arguments).

ac >= 1, as the program name is the 0th argument.



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```
int main([int ac,] char **argv );
```

ac = argument count (the number of command line arguments).

Includes the program name as the 0th argument.



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int main(int ac, char **argv) ;

Example – Echo Arguments

```
#include <stdlib.h>
#include <stdio.h>
#include <string.h>
int main( int ac, char **argv ) {
    int i :
    printf( "Program name = %s\n", argv[0] );
    for( i = 1 ; i < ac ; ++i ) {
        printf( "argv[%d] = %s ", i, argv[i] );
        printf( "and its length is %d\n", strlen( argv[i]
    return 0 :
```