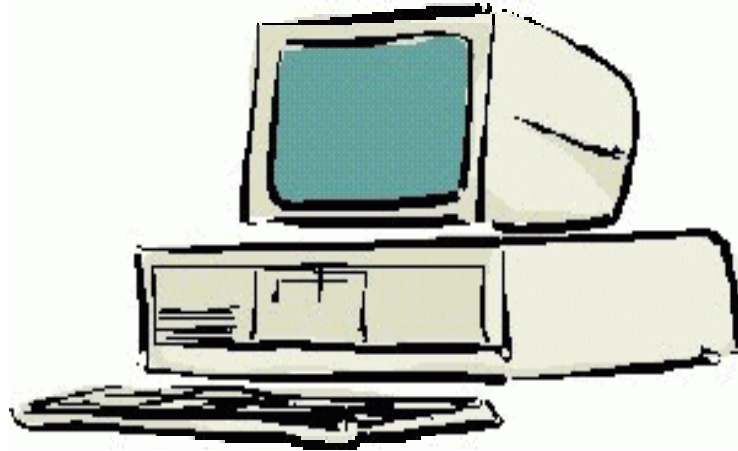
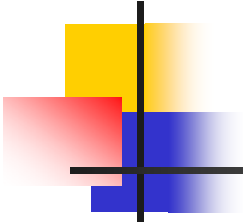


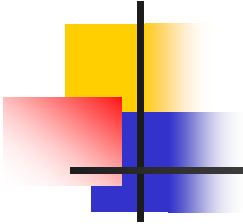
# Programming in C



## Session 6a

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# Relationship between Pointers & Arrays



In some cases, a pointer can be used as a convenient way to access or manipulate the data in an array.

Suppose the following declarations are made.

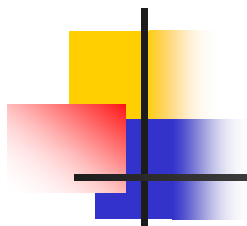
```
float temperatures[31];
```

```
    /* An array of 31 float values, the daily temperatures in a month */
```

```
float *temp;    /* A pointer to type float */
```

Since temp is a float pointer, it can hold the address of a float variable.

# Relationship between Pointers & Arrays



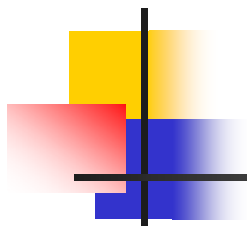
The address of the first element of the array `temperatures` can be assigned to `temp` in two ways.

```
temp = &temperatures[0];  
temp = temperatures;  
/* This is an alternate notation for the first  
element of the array. Same as temperatures = &temperatures[0]. */
```

The temperature of the first day can be assigned in two ways.

```
temperatures[0] = 29.3;  
*temp = 15.2;
```

# Relationship between Pointers & Arrays



Other elements can be updated via the pointer, as well.

```
temp = &temperatures[0];
```

```
*(temp + 1) = 19.0;
```

```
/* Assigns 19.0 to the second element of temperatures */
```

```
temp = temp + 9;
```

```
/* temp now has the address of the 10th element of the array */
```

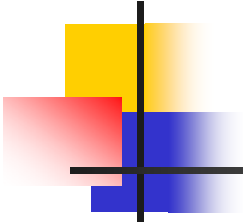
```
*temp = 25.0;
```

```
/* temperatures[9] = 25, remember that arrays are zero based,  
so the tenth element is at index 9. */
```

```
temp++; /* temp now points at the 11th element */
```

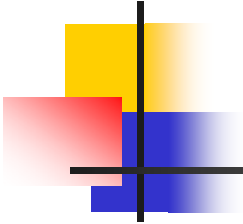
```
*temp = 40.9; /* temperatures[10] = 40.9 */
```

# Relationship between Pointers & Arrays



**Pointers are particularly useful for manipulating strings, which are stored as null terminated character arrays in C**

# Character Arrays



**Strings** are stored in C as character **arrays** terminated by the null character, '\0'.

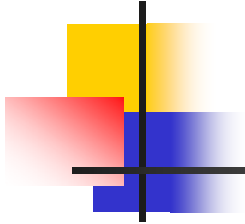
The array length must be at least one greater than the length of the string to allow storage of the terminator.

String constants or **literals** are stored internally as a null character terminated character array.

**Assigning** a character literal to an array is done as follows.

```
char str1[] = "Hello World";  
char str2[] = "Goodbye World";
```

# Character Arrays



The **compiler** automatically sizes the arrays correctly. For this example, `str1` is of length 12, `str2` is of length 14. These lengths include space for the null character that is added at the end of the string.


A character pointer can also be assigned the address of a string constant or of a character array.

```
char *lpointer = "Hello World";  
    /* Assigns the address of the literal to lpointer */
```

```
char *apointer = str1;  
    /* Assigns the starting address of str1 to apointer */
```

```
char *apointer = &str1[0];  
    /* Assigns the starting address of str1 to apointer */
```

# Character Arrays



---

There is no direct means in the C language to copy one array to another, or one string to another. It must be done either with a standard library function or element wise in a loop. Let's try to copy one string to another.

```
#include <stdio.h>
int main()
{
    char str1[] = "Hello World";
    char str2[] = "Goodbye World";

    str2 = str1;

    return 0;
}
```

Can you see what's wrong with this code. As stated, there is no operation to assign one array to another in C. This code produced this compiler error.

```
error: '=' : cannot convert from 'char [12]' to 'char [14]'
There is no context in which this conversion is possible.
```



# Character Arrays



Now let's make another attempt using character pointers.

```
#include <stdio.h>
int main()
{
    char str1[] = "Hello World";
    char str2[] = "Goodbye World";
    char *cpt1;
    char *cpt2;

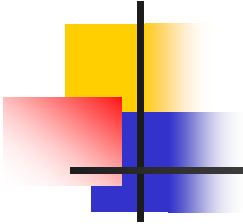
    cpt1 = &str1[0];
    cpt2 = &str2[0];

    printf("str1 is %s\n",str1);
    printf("str2 is %s\n",str2);
    printf("cpt1 is %s\n",cpt1);
    printf("cpt2 is %s\n",cpt2);

    cpt2 = cpt1;

    printf("str1 is %s\n",str1);
    printf("str2 is %s\n",str2);
    printf("cpt1 is %s\n",cpt1);
    printf("cpt2 is %s\n",cpt2);
    return 0;
}
```

# Character Arrays



## Results:

**str1 is Hello World**

**str2 is Goodbye World**

**cpt1 is Hello World**

**cpt2 is Goodbye World**

**str1 is Hello World**

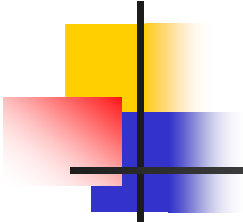
**str2 is Goodbye World**

**cpt1 is Hello World**

**cpt2 is Hello World**

As can be seen from the results, all that happened is that the pointer `cpt2` was assigned the value of `cpt1`, that is, the address of `str1`. The contents of the array `str2` were not changed. The only way to copy a string or any array in C is element by element.

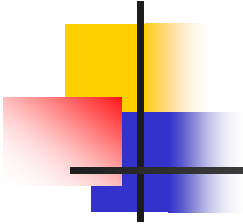
# Character Arrays



Here is a program that correctly copies one string to another.

```
#include <stdio.h>
int main()
{
    int i;
    char str1[] = "Hello World";
    char str2[] = "Goodbye World";
    printf("str1 is %s\n",str1);
    printf("str2 is %s\n",str2);
    i = 0;
    while ((str2[i] = str1[i]) != '\0') {
        i++;
    }
    printf("str1 is %s\n",str1);
    printf("str2 is %s\n",str2);
    return 0;
}
```

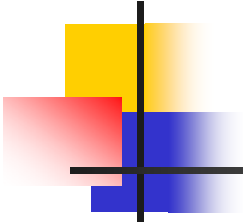
# Character Arrays



**Results:**

**str1 is Hello World**  
**str2 is Goodbye World**  
**str1 is Hello World**  
**str2 is Hello World**

# Practice Problem



Try re-implementing the above program using pointers in the copy loop.

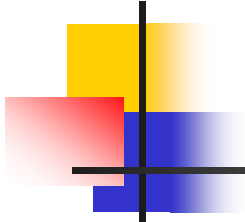
Hints:

```
cpt1 = &str1[0];
```

```
cpt2 = &str2[0];
```

Use these pointers in the while loop, remember to dereference.

# Solution



```
#include <stdio.h>
int main()
{
    char str1[] = "Hello World";
    char str2[] = "Goodbye World";
    char *cpt1;
    char *cpt2;
    cpt1 = &str1[0];
    cpt2 = &str2[0];
    printf("str1 is %s\n",str1);
    printf("str2 is %s\n",str2);
    while ((*cpt2 = *cpt1) != '\0') {
        cpt2++;
        cpt1++;
    }
    printf("str1 is %s\n",str1);
    printf("str2 is %s\n",str2);
    return 0;
}
```