CS 33

Introduction to C
Part 5
The char, short, int, and long data types come in both signed and unsigned versions. What’s shown here are the signed versions. We’ll discuss the unsigned versions in an upcoming lecture.

Note that the exponent used for float and double is base 2, so that the limits given here are approximate. We will discuss the representation of the basic data types in much more detail soon.
ASCII is appropriate for English. English-speaking missionaries devised the written form of some languages, such as Swahili, using the English alphabet. What differentiates the English alphabet from those of other European languages is the absence of diacritical marks. ASCII has no support for characters with diacritical marks and works for English, Swahili, and very few other languages.

<table>
<thead>
<tr>
<th>Characters</th>
</tr>
</thead>
<tbody>
<tr>
<td>• ASCII</td>
</tr>
<tr>
<td>– American Standard Code for Information Interchange</td>
</tr>
<tr>
<td>– works for:</td>
</tr>
<tr>
<td>» English</td>
</tr>
<tr>
<td>» Swahili</td>
</tr>
<tr>
<td>– doesn’t work for:</td>
</tr>
<tr>
<td>» French</td>
</tr>
<tr>
<td>» Spanish</td>
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<tr>
<td>» German</td>
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<tr>
<td>» Korean</td>
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<tr>
<td>» Arabic</td>
</tr>
<tr>
<td>» Sanskrit</td>
</tr>
<tr>
<td>» Chinese</td>
</tr>
<tr>
<td>» pretty much everything else</td>
</tr>
</tbody>
</table>
The Unicode standard first came out in 1991. It defines a number of character encodings. UTF-8, in which each character is represented with one to four bytes, is the most commonly used, particularly on web sites. Being variable in length, its decoding requires more computation than fixed-width character encodings. Unicode also defines some fixed-width encodings, but these require more space than variable-width encodings.
ASCII uses only seven bits. Most European languages can be coded with eight bits (but not seven). Many Asian languages require far more than eight bits.

This table is a bit confusing: it’s presented in column-major order, meaning that it’s laid out in columns. Thus the value of the character ‘0’ is 48, the value of ‘1’ is 49, the value of ‘2’ is 50, the value of ‘3’ is 51, etc.
chars as Integers

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

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

char *s = "string";
    s: string \0
```
Is there any difference between `c1` and `c2` in the following?

```c
char c1 = 'a';
char *c2 = "a";
```
Yes!

```c
char c1 = 'a';
    c1: a

char *c2 = "a";
    c2: a \0
```
What do s1 and s2 refer to after the following is executed?

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

Note that the declaration of s1 results in the allocation of 5 bytes of memory, into which is copied the string “abcd” (including the null at the end).
Note that if either s1 or s2 is printed (e.g., “printf("%s", s1))", all that will appear is “zb” — this is because the null character terminates the string. Recall that s1 is essentially a constant: its value cannot be changed (it points to the beginning of the array of characters), but what it points to may certainly be changed.
String constants are stored in an area of memory that’s made read-only, thus any attempt to modify them is doomed. In the example, s1 is a pointer that points to such a read-only area of memory. This is unlike what was done two slides ago, in which the string in read-only memory was copied into read-write memory pointed to by s1.
The answer to the first question is no: the assignment will be considered a syntax error, since the value of s2 is constant. What we really want to do is copy the array pointed to by s1 into the array pointed to by s2.

It would not work if s2 were declared simply as a pointer. The original s2, declared as an array, has 5 bytes of memory associated with it, which is sufficient space to hold the string that’s being copied. Thus the original s2 points to an area of memory suitable for holding a copy of the string. The second s2, being declared as simply a pointer and not given an initial value, points to an unknown location in memory. Copying the string into what s2 points to will probably lead to disaster.
The answer, of course, is that it doesn’t work, since there’s not enough room in the array referred to by s2 to hold the contents of the array referred to by s1. Note that “&&” is the AND operator in C.

The correct way to copy a string is shown in the code beginning with the second for loop, which checks the length of the target: it copies no more than 4 bytes plus a null byte into s2, whose size is 5 bytes.
sizeof(s1) yields the size of the variable s1, which, on a 64-bit architecture, is 8 bytes.
sizeof(s) is 5 because 5 bytes of storage were allocated to hold its value (including the null).

sizeof(s1) is 8 because it's a pointer to a char, and pointers occupy 8 bytes.

sizeof(s2) is 12 because 12 bytes of storage were allocated for it.
Quiz 1

```c
void proc(char s[16]) {
    printf("%d\n", sizeof(s));
}
```

What's printed?

- a) 8
- b) 15
- c) 16
- d) 17
Note that comparing s1 and s2 simply compares their numeric values as pointers, it doesn’t take into account what they point to.
The for loop finds the first position at which the two strings differ. The rest of the code then determines whether the two strings are identical (if so, they must be of the same length), and if not, it determines which is less than the other. The procedure returns -1 if s1 is precedes s2, 0 if they are identical, and 1 if s2 precedes 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);
   // return 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
These will be useful in upcoming assignments.
Quiz 2

```c
#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) is a great example of well written C code
b) has syntax problems
c) might seg fault
Suppose we have a string of characters (perhaps typed into the command line of a shell). We’d like to parse this string to pull out individual words (to be used as arguments to a command); these words are separated by one or more characters of white space. Starting with a pointer to this string (rem), we call a function that null-terminates the first word and returns a pointer to that word (str), and updates rem to point to the remainder of the string. We call it again to get the second word, etc.
Note that the argument is a char **. Thus we are passing `getfirstword` a pointer to a variable that points to the string. This allows us to change this variable inside of `getfirstword` so that it points to a different location in the string.
Using `getfirstword`

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

Output:
arg0
arg1
arg2
arg3
```c
char *getfirstword(char **rem_p)
char *str = *rem_p;
if (str == NULL)
    return NULL;
int len = strlen(str);
int wslen =
    strspn(str, " \t\n");
    // initial whitespace
if (wslen == len) {
    // string is all whitespace
    return NULL;
}
str = &str[wslen];
    // skip over whitespace
len -= wslen;

int wlen =
    strcspn(str, " \t\n");
    // length of first word
if (wlen < len) {
    // word ends before end of
    // string: terminate
    // it with null
    str[wlen] = '\0';
    *rem_p = &str[wlen+1];
} else {
    // no more words
    *rem_p = NULL;
}
return str;
```