Tutorial 9

- Strings
Strings!

Important testimony:

- “Understanding strings is critical for all students in CS 136.” – Abraham Lincoln.

- “I wish I had paid more attention to strings and dynamic memory management.” – Albert Einstein.

- ‘This is not a valid string because it uses the wrong quotation marks.’ – Bill Gates
Strings Review

- A string in C is an array of characters that is NULL terminated.
- For example:

```c
char s1[] = {'s', 't', 'r', 'i', 'n', 'g'}
// s1 is not a string
char s2[] = {'s', 't', 'r', 'i', 'n', 'g', '\0'}
// s2 is a valid string
const char* s3 = "string";
// s3 is also a valid string
```
Useful `<string.h>` functions

```c
int strlen(char s[])  
// finds the length of the string s, 
// starting from s[0] and ending when it sees '\0', 
// not counting '\0' itself.

int strcmp(char s1[], char s2[])  
// compares s1 and s2 lexicographically  
// If both strings are identical, it returns 0  
// If str1 comes before str2, it returns an int < 0  
// if str2 comes before str1, it returns an int > 0
```
Never put `strlen` or other $O(n)$ functions in a loop condition! Beginners often make this mistake, which often causes increases to runtimes.

```c
char * strcpy(char * dest, const char * src)
// overwrites the contents of dest
// with the contents of src

char * strcat(char * dest, const char * src)
// copies (appends or concatenates) src
// to the end of dest
```
Exercise: Substrings n’ Things

Implement the following function using pointer arithmetic (do not use array notation):

```c
// substr: returns a pointer to the first occurrence of
// sub inside str. if no match is found, returns NULL.
// this is suspiciously similar to "strstr".
// requires: str is a valid, non-NULL string. sub is a
// valid, non-NULL string.
char* substr(const char* str, const char* sub);
```
Exercise: Duplicate aaaaaaaaaa Character

Implement the following function:

```c
// duplicate: returns a dynamically allocated,
// NULL-terminated string containing n copies of
// character c. on malloc failure, returns NULL.
// requires: n > 0.
// effects: dynamically allocates the returned string.
char* duplicate(char c, int n);
```