

Announcements

Thursday Extras,

Refreshments: CS Commons @ 4:00

Talk: Science 3821 @ 4:15

Etiquette: Don't come for refreshments
if you don't attend the talk

Returned Work:

Test

Interim Status Report

See me if you have questions, comments

String comparison/processing, Structs

questions

clicker questions

Note: MyroC defines structs for both Pixel and Picture

Since these are pre-defined in MyroC.h,

do NOT add definitions in your own programs,

just use `#include <MyroC.h>`

Given two declared strings:

```
char str1 [10] = "Hello";  
char str2 [10] = "Hello";  
char str3 [15] = "Hello";
```

What is printed by

```
if (str1 == str2)  
    printf "yes12\n";  
else  
    printf "no12\n";  
if (str1 == str3)  
    printf "yes13\n";  
else  
    printf "no13\n";  
if (str2 == str3)  
    printf "yes23\n";  
else  
    printf "no23\n";
```

- A. yes12
yes13
yes23
- B. no12
no13
no23
- C. yes12
yes13
no23
- D. yes12
no13
no23
- E. Something else

Given three declared strings:

```
char str1 [10] = "Hello";
```

```
char str2 [10] = {'H','e','l','l','o','\0','f','o','u','r'};
```

```
char str3 [15] = "Hello";
```

What is printed by

```
if (strcmp(str1, str2) == 0)
```

```
    printf "yes12\n";
```

```
else
```

```
    printf "no12\n";
```

```
if (strcmp (str1, str3) == 0)
```

```
    printf "yes13\n";
```

```
else
```

```
    printf "no13\n";
```

```
if (strcmp (str2, str3) == 0)
```

```
    printf "yes23\n";
```

```
else
```

```
    printf "no23\n";
```

A. yes12

yes13

yes23

B. no12

no13

no23

C. yes12

yes13

no23

D. yes12

no13

no23

E. Something else

```
#include <stdio.h>    //line 1
typedef struct {       //line 2
    int x;             //line 3
    int y;             //line 4
} point;              //line 5
```

```
void set(point p) {   //line 7
    p.x = 5;          //line 8
    p.y = 6;          //line 9
}
```

```
int main() {          //line 12
    point a = {1,2};  //line 13
    set(a);           //line 14
    printf("a:(%d,%d)\n", a.x, a.y); //line 15
    return 0;
}
```

What happens when trying to compile and run?

1. (1,2) printed
2. (5,6) printed
3. Compiler error, lines 7-9
4. Compiler error, lines 12-15
5. none of the above

```
#include <stdio.h>
typedef struct {
    int x;           //line 3
    int y;           //line 4
} point;             //line 5
```

```
void set(point * p) { //line 7
    (*p).x = 5;        //line 8
    (*p).y = 6;        //line 9
}
```

```
int main() {
    point a = {1,2};   //line 13
    set(&a);            //line 14
    printf("a:(%d,%d)\n", a.x, a.y); //line 15
    return 0;
}
```

What happens when trying to compile and run?

1. (1,2) printed
2. (5,6) printed
3. Compiler error, lines 7-9
4. Compiler error, lines 12-15
5. none of the above

```
0  #include <stdio.h>
1  typedef struct {
2      int x;
3      int y;
4  } point;
5
6  int main() {
7      point p1 = {3,4};
8      point p2 = {3,4};
9
10     if (p1==p2)
11         printf("Overlap");
12     else
13         printf("Distinct");
14     return 0;
15 }
```

What is printed by this program?

- A. Overlap
- B. Distinct
- C. Compiler error, line 1
- D. Compiler error, lines 7&8
- E. Compiler error, line 10