2D Arrays

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

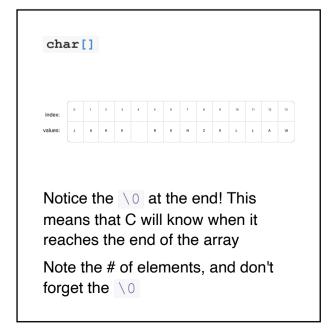
.....

.....

.....

Strings recap

- An array of chars
- We have a single identifier for the string
- Anything we can do with arrays, applies



String literals

"Jake!"

- uses double quotes to wrap the string literal
 single quote for characters!
- Used to assign strings to char[] easily:
- char name[] = "Jake Renzella";

Useful string functions

- fgets () -> reads a string
- fputs () -> prints a string
- strlen() -> gives us the length of the string (excluding the $\0$).

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

- strcpy() -> copy the contents of one string to another
- strcat() -> join one string to the end of another (concatenate)
- strcmp() -> compare two strings
- strchr() -> find the first occurrence of a character

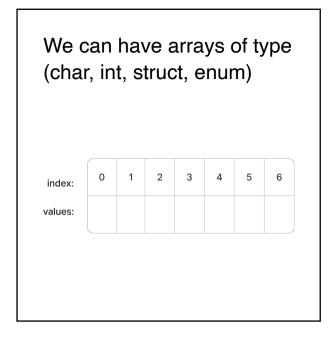
note: some of these may require #include <string.h>



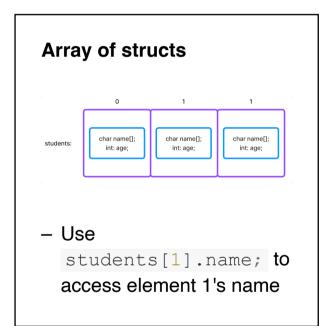
^ Remember we can't reassign like:

```
name = "Mr
Otterington";
```

2D arrays









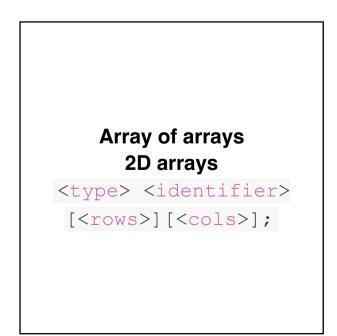
.....

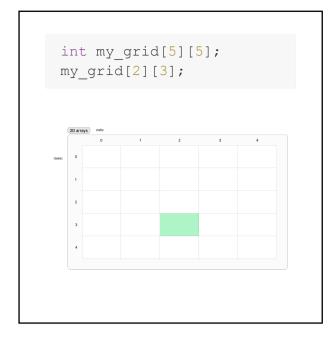
.....

.....

.....

.....







.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

Visualisation

Large demo Program

- An array of array of structs
- Battleships? Naughts and Crosses?

