# 2D Arrays

# Strings recap

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

### char[]

7 8 13 index: values: Ε R Z Ε

Notice the \0 at the end! This means that C will know when it reaches the end of the array

Note the # of elements, and don't forget the \0



#### **String literals**

```
"Jake!"
```

- uses double quotes u 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  $\setminus 0$ ).
- 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>

# Reassigning a string

```
int main(void) {
    char name[MAX_LEN] = "Jake";
    strcpy(name, "Mr Otterington");
}
```

## ^ Remember we can't reassign like:

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

# 2D arrays

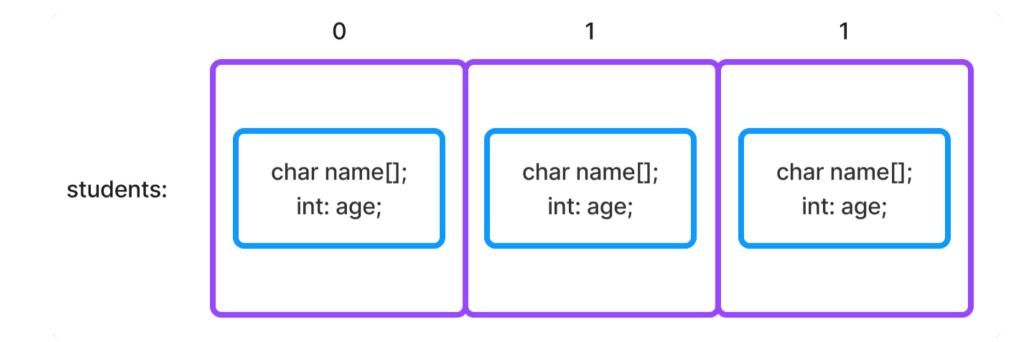
# We can have arrays of type (char, int, struct, enum)

index:

values:

| 0 | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
|   |   |   |   |   |   |   |

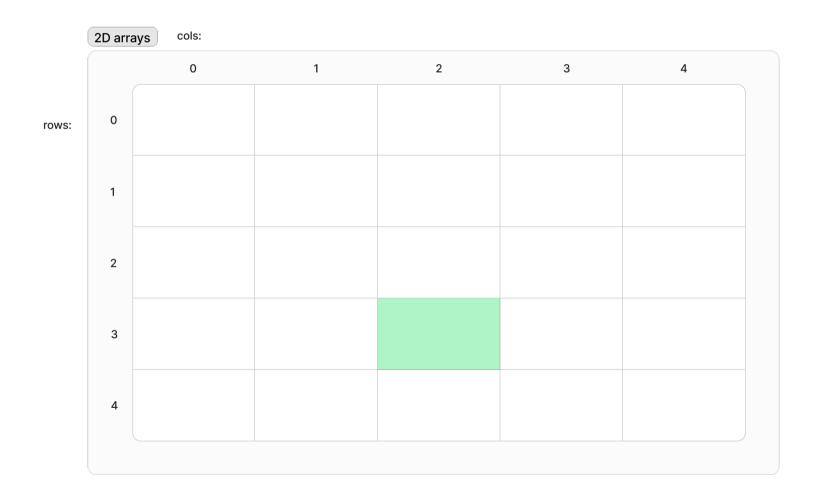
# **Array of structs**



Use students[1].name; to accesselement 1's name

# Array of arrays 2D arrays

```
int my_grid[5][5];
my_grid[2][3];
```



## Visualisation

# Large demo Program

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

### **Feedback**

https://forms.office.com/r/K3PjvWebtD

