

CS 101 Computer Programming and Utilization

Lecture 16

arguments to main
strings

Mar 11 2011

Prof. R K Joshi
Computer Science and Engineering
IIT Bombay
Email: rkj@cse.iitb.ac.in

Revision

- constant values – read only
- pass by constant value
- pass by reference
- pass by constant reference
- Two purposes of pointers
 - dynamic allocation
 - assignment and reassignment:
switching between many dynamically created values/objects
- aliases (references)
- dereferencing pointers
- obtaining location addresses from variables
- character pointers as basic strings
- null pointers
- arguments to main

Character pointers

- `const char *p = "how do you do\n";`
- `cout << p;`
- `<<` is defined on `char*`

Type Casting

- converting a value of one type into a value of another
- `int i;`
- `float f = (float) i;`
- `int *q = &i;`
- `void *p = (void *) q;`

Arguments to main

```
int main (int argc, char *argv[ ]) {  
  
  
  
}
```

- argc is an integer: no. of parameters
- argv is an array of char* strings
 - it has argc no. of elements, i.e.,
 - argv[0] ...to.. argv[argc-1]
 - all are char* strings

Extracting typed values from argv []

i.e. converting arguments..

```
#include <cstdlib>
```

```
int main (int argc, char *argv[ ]) {
```

```
    int x = atoi (argv[1];
```

```
    float f = atof (argv[2]);
```

```
}
```

Use of arguments to main

- passing command line parameters
- `sort 5 1 5 4 3 11`
 - `g++ sort.cpp`
 - `mv a.out sort`
 - test it for 5 numbers all given on command line
- `cin` is not required
 - but no prompting by `cout`
- `sort datafile`
 - data is in “datafile”, main can read the file and operate on the numbers in the file

String class

- defined in include library `<string>`
- unlike `char*`, it is object oriented
 - strings are instantiated from classes
 - they can accept message
 - i.e. member function invocation
 - `string s1;`
 - `s1.insert(...);`

Member Functions of class string

- size
 - present size of string
- capacity
 - allocated storage space, keeps changing
- insert
 - insert another string somewhere inside a string
- replace
 - replace a substring inside a string

Member Functions of class string

- compare
 - whether two strings are same
- find
 - find one substring in another