Let's look at solutions to the interclass problem.
Arrays of Strings

- Some of you have already dealt with arrays of strings, and we worked some last class on making a function that could handle arrays of strings.
- We can treat an array of strings either as a 2-D array of characters, an array or pointers, or a pointer to a pointer. Which we choose depends mainly on the flexibility we want. The first is the easiest to code, but the least flexible.
- Using any of the methods with pointers will inevitably require you to use malloc and free for dealing with dynamic memory.
As you have seen in Linux, programs can be given extra information by typing extra words after the execution command. We can make our C program do this too.

To make a program accept command line arguments we simply write our main so that it takes two arguments instead of void.

- int main(int argc, char **argv)

The first is how many arguments are supplied, including the command for running the program. The second is an array of strings listing all the arguments on the command line. Wildcards are expanded.
Let's look at the following functions to see how they work.

- strchr
- strstr
- strspn and strcspn
- strtok
- strtol and strtod

These functions can come in very handy when you are trying to parse through data in the form of strings.
These helpful little functions work like scanf and printf except that they go into or pull out from a string instead of a stream.

Let's look at the man pages.
Given a string that contains a number, what are three ways you could get the numeric value using library functions?

Interclass Problem – Do problem 36 on page 741.