

# Line by Line Parsing in C



Computer Science Department  
University of Central Florida

*COP 3502 Recitation Session*



# Parsing

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- Typical parsing in C:
  - We read input from keyboard and files as individual tokens separated by white space
    - scanf and fscanf are used for this
      - They read successive tokens from the input
      - They read until white space is encountered and then it stops
      - The next call of scanf picks up from there and reads the next token
  - When is this parsing method useful?
    - If we know how many tokens will be inputted,
    - and we know what each token represents
      - integer, float, string, etc.



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- Typical parsing in C:
  - But what if we don't know how many tokens we will read in?
    - Say it is a list of Math classes for Spring 2010
      - MA 245 MA 318 MA412 ...
    - Maybe the list has 10 classes, or 20 classes, or more
  - How would we go about reading this in?



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- Typical input files:
  - In these types of files, spaces are usually part of the input
    - Such as the space between a first and last name
  - Tabs and newlines are usually the delimiters
    - Stuff that separates the data
- Standard processing is to read one entire line at a time
  - Which could have several pieces of information
  - Then use a “string tokenizer” to parse out the different pieces of data in the line.



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- How do we make this happen:
  - Start with fgets function:
    - Allows us to read in an entire line at once
      - Meaning, until the next newline
    - `char *fgets(char *restrict s, int n, FILE *restrict stream);`
      - The first parameter represents the string into which you want to read in the line from the file.
      - The second parameter represents the maximum number of characters you want to read in. (If the line is longer, n characters are read, if the line is shorter, then the whole line is read.)
      - The third parameter is a pointer to the file from which you want to read.
      - The function ALSO returns a pointer to the beginning memory address of the character array into which the line was read.



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- How do we make this happen:
  - What do you do with this newly read line:
    - If there is only one item per line, fgets stores that item in the designated character array
      - You then just continue with the program
    - But often files have several pieces of information per line
      - Ex: Joe Smith, Computer Science, Junior, 3.75
      - So we need to separate out each piece from the newly read line
      - But how?
  - Use a string tokenizer function...



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## ■ strtok:

### ■ In C, the string tokenizer function is strtok:

- This is a built-in function that we can call

### ■ The 1<sup>st</sup> call sets up the string tokenizer

- You tell the function which string to tokenize,
- and which items work as delimiters (comma, tab, etc)

### ■ Example:

- We read line into an array called line and the delimiters are commas

### ■ Here's how you would call the function:

- `strtok(line, ",");`
- At the end of this call, "line" will just store a string that represents the first token of the original contents



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- strtok:

- To access the remaining tokens:

- Call the strtok function again, BUT now with a new first parameter
      - Call strtok with NULL as the first parameter and use the same delimiters as in the original call
    - Also, this time, the function will returns a pointer to the beginning of the desired token (the next token)
      - So we must store this pointer.

- Ex:

```
char *p;  
p = strtok(NULL, ",");
```



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- strtok:
  - To access the remaining tokens:
    - You continue making these strtok function calls until there are no more tokens in the line
    - Either you know the number of tokens in the line and simply use a for loop
    - Or, you can check each time to see if the pointer p is NULL or not.
      - If p is NULL, then the function did not return a pointer, meaning there were no more tokens in the string tokenizer



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- Additional Information:

- The function `strtok` returns a `VOID` pointer
- And...your point is...
- The point is that this pointer needs to be cast to a `char` pointer
  - More accurate example:  

```
char *p;  
p = (char*)strtok(NULL, ",");
```



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## ■ Example:

```
#include <stdio.h>
#include <string.h>

int main(void) {
    FILE *fp; // file pointer
    char line[80];
    char *token;
    char *delimiters = " ,\t\n"; // our delimiters
    char *fn = "data.txt"; // file name
    fp = fopen(fn,"r");

    if (!fp) {
        printf("error opening \"%s\" for reading\n",fn);
        return -1;
    }

    fgets(line, 80, fp); // grabs the first line

    while (!feof(fp)) { // checks to make sure the line is not the end of file
        printf("next line\n");
        token = (char*)strtok(line, delimiters); // 1st call
        while (token != NULL) {
            printf("\tnext token = %s\n",token);
            token = (char*)strtok(NULL, delimiters); // repeated call
        }
        fgets(line, 80, fp); // grabs additional lines
    }
    fclose(fp);
    return 0;
}
```



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## ■ Example:

So if this was your input:

```
asdf qwer 12345  
xyz p q r  
() [] !!!
```

Your output would be:

```
next line  
    next token = asdf  
    next token = qwer  
    next token = 12345  
next line  
    next token = xyz  
    next token = p  
    next token = q  
    next token = r  
next line  
    next token = (  
    next token = [  
    next token = !!!
```



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- Other little tidbits:
  - The `strtok()` function modifies the contents of the original string buffer.
    - Meaning, you will not have access to the original string once you start tokenizing it.
    - So if you need to keep an original copy of the string, you must make this copy yourself using `strcpy()`.



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- Other little tidbits:
  - When you use scanf, you do two things:
    - You read in the data till the next white space,
    - AND the data is then parsed accordingly
      - Saved as an int if you used %d, for example
  - Similarly, when you tokenize, you must parse the data properly.
    - atoi() and atof() are two C functions defined in the standard library for this purpose
      - atoi -> ascii-to-int
      - atof -> ascii-to-float



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- Other little tidbits:

Example:

```
char *s = "123";  
int x = atoi(s);
```

Example:

```
char *t = "3.14159";  
double y = atof(t);
```

\*Note that in spite of its name `atof()` returns a double value.

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