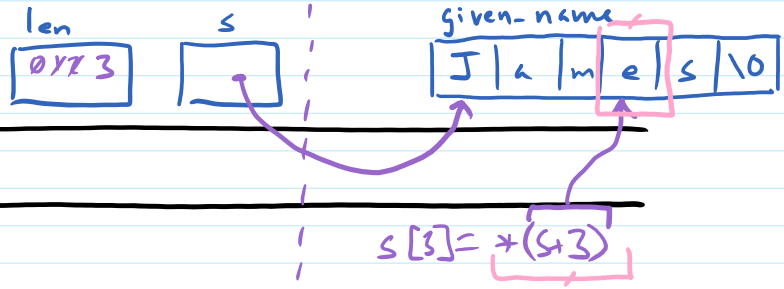
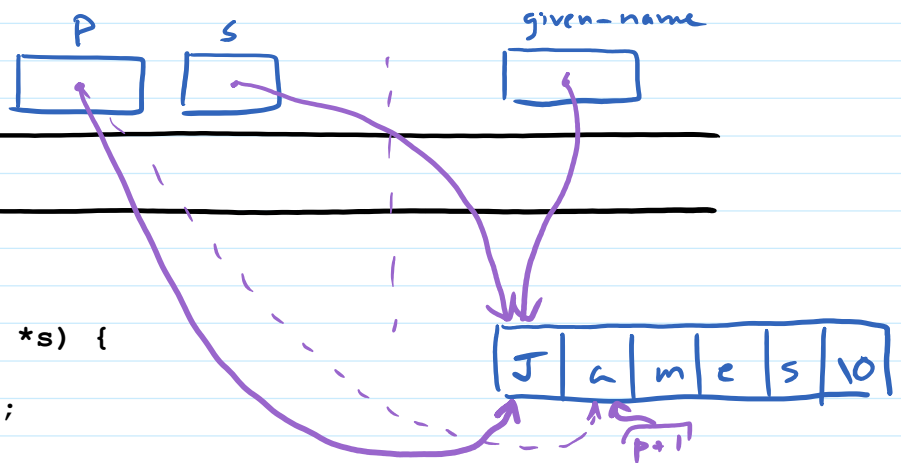


Pointer Arithmetic / strlen



```
size_t strlen(const char *s) {
    int len = 0;
    while (s[len] != '\0')
        len++;
    return len;
}
```

```
char given_name[] = "James";
size_t l = strlen(given_name);
```



```
size_t strlen(const char *s) {
    const char *p = s;
    while (*(p++) != '\0');
    return (p - s - 1);
}
```

```
char *given_name = "James";
size_t l = strlen(given_name);
```

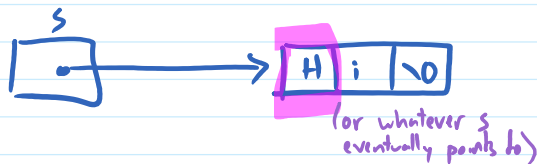
or

```
char *given_name = malloc(6);
strcpy(given_name, "James");
size_t l = stelen(given_name);
```

$p = p + 1$
but use old value in rest of expression

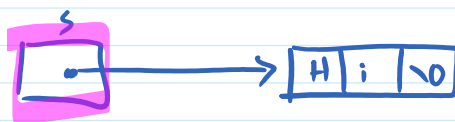
number to add to s to get p
times p was advanced

what can't change

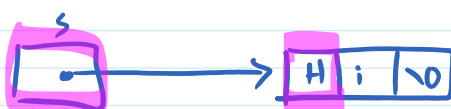


const char *s

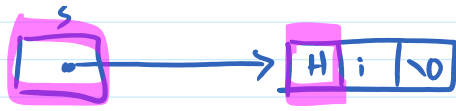
(or whatever s eventually points to)



char * const s



const char * const s



`const char * const s`