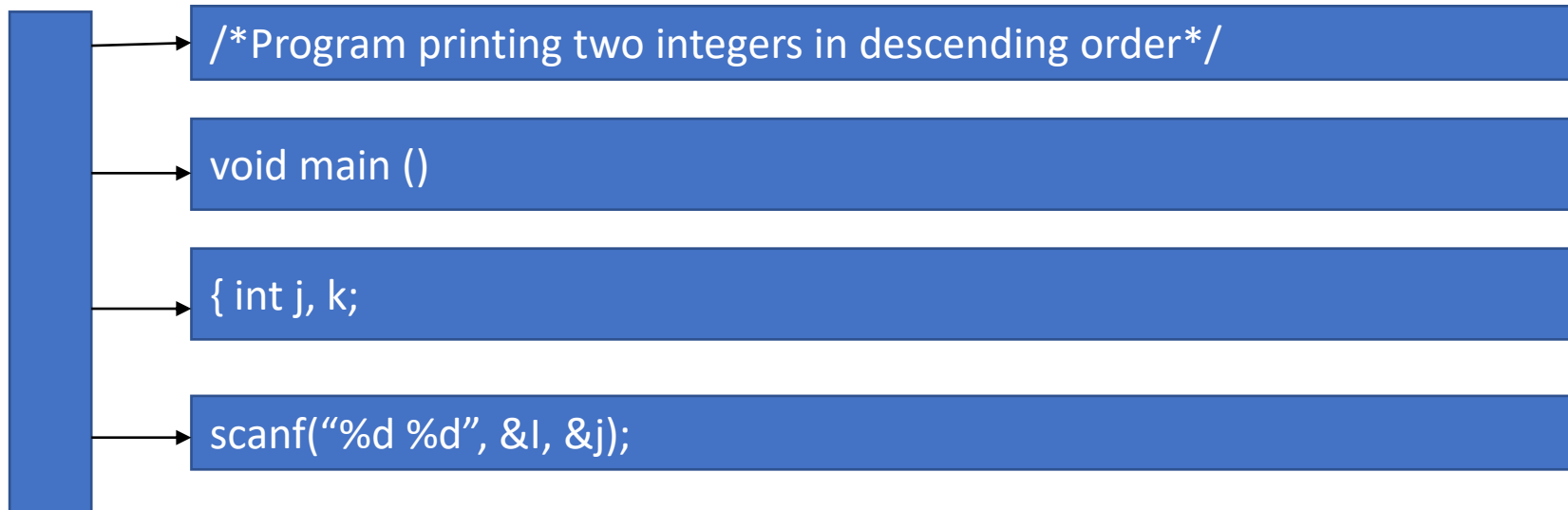


Storing of Strings

1. Fixed Length Structures

- Strings are stored by using fixed length records say 80 character

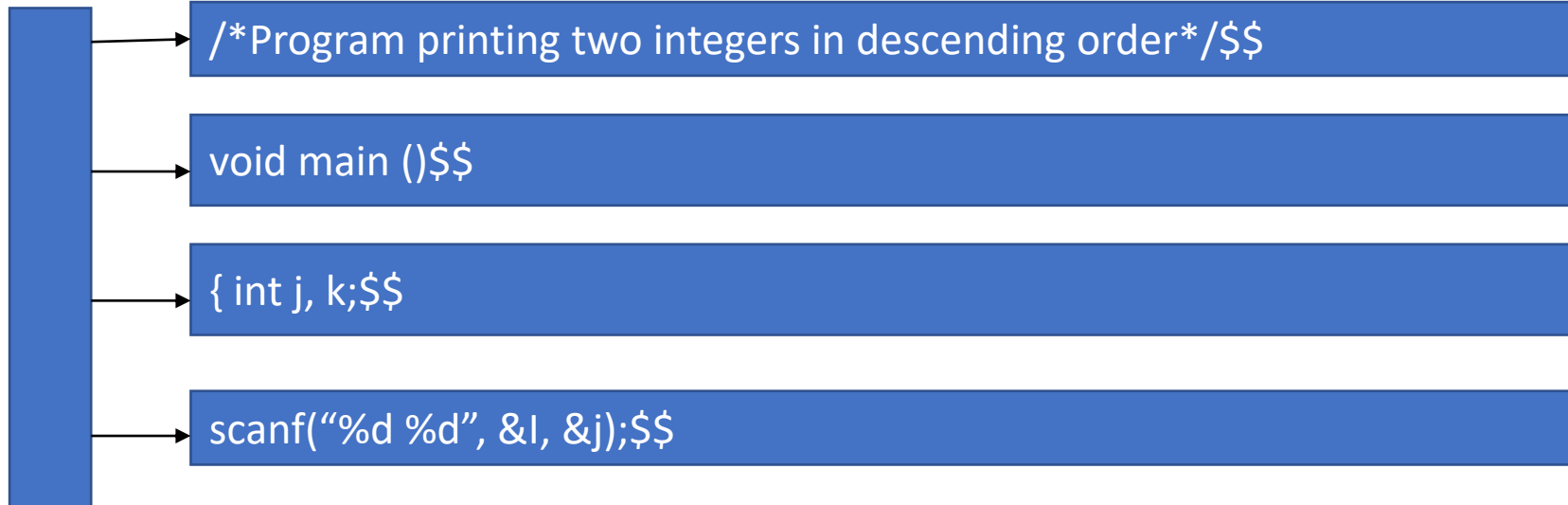


- Disadvantage:

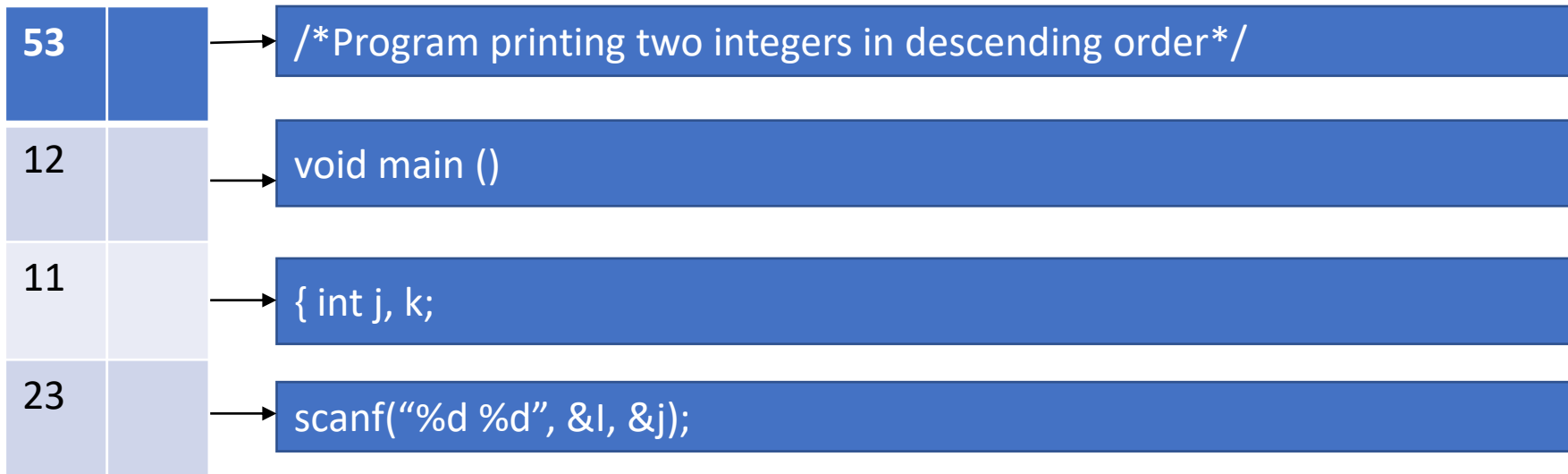
1. Time is wasted reading the entire record if most of the storage consists of inessential blank spaces.
 2. Certain records may require more space than available.
 3. When a correction consists of one or fewer characters require entire record to be changed
- Suppose we want to insert a new record, this would require that all succeeding records be moved to new memory locations.
 - This can be corrected by taking a linear array of pointers, each pointer in consecutive location points to successive records.
 - So the records need not be physically adjacent to each other.
 - Here inserting a record will require only an updating of the pointers.

2. Variable Length Storage with fixed maximum

- The end of record is indicated by a group of special symbol such as \$\$.

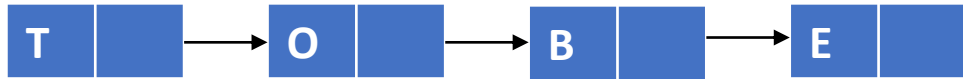


- The number of characters in the record to be read is indicated at the pointer.



3. Linked Allocation

- One Character per node or



- Four character per node

