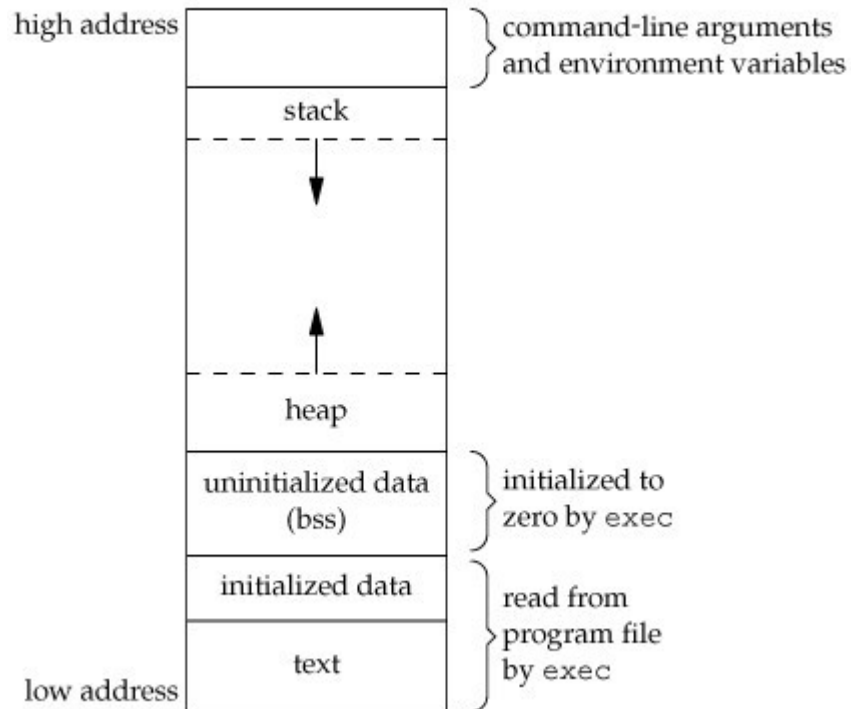


Figure 7.6. Typical memory arrangement



```
// compare_1.c
#include <stdio.h>

int main() {
    char a[11] = "helloworld";
    char b[11] = "helloworld";

    if (a == b) {
        printf("equal\n");
    } else {
        printf("not equal\n");
    }

    return 0;
}
```

```
// compare_2.c
#include <stdio.h>

int main () {
    char a[11];
    char b[11];

    scanf("%s", a); // 输入 helloworld
```

```
getchar(); //吞掉回车
scanf("%s", b); //输入 helloworld

if (a == b) {
    printf("equal\n");
} else {
    printf("not equal\n");
}

return 0;
}
```

```
// compare_3.c
#include <stdio.h>

int main() {
    char *a = "helloworld";
    char *b = "helloworld";

    if (a == b) {
        printf("equal\n");
    } else {
        printf("not equal\n");
    }

    return 0;
}
```

```
// compare_4.go
package main

import "fmt"

func main() {
    a := []byte("helloworld")
    b := []byte("helloworld")

    if a == b {
        fmt.Printf("equal\n")
    } else {
        fmt.Printf("not equal\n")
    }
}
```

```
// compare_5.go
package main

import "fmt"

func main() {
```

```

a := [10]byte{'h', 'e', 'l', 'l', 'o', 'w', 'o', 'r', 'l', 'd'}
b := [10]byte{'h', 'e', 'l', 'l', 'o', 'w', 'o', 'r', 'l', 'd'}

if a == b {
    fmt.Printf("equal\n")
} else {
    fmt.Printf("not equal\n")
}
}

```

