Pointer Arithmetic Lab Assignments

implement below functions using pointer increment or decrement method, use below declarations. Change function name.

```
int strlen(char s[]);
#include<stdio.h>
int myStrlen(char s[]){
  char *p=s;
  while(*p){
    p++;
  }
  return p-s;
}
int main(){
  char str[]="anil kumar";
  int length = myStrlen(str);
  printf("length of %s is %d",str,length);
}
Output:
Length of anil kumar is 10
2) char * strrev( char s[]); // returns string base address
#include <stdio.h>
char *my_strrev(char s[]) {
  char *start = s;
  char *end = s;
  while (*end) {
    end++;
  }
```

```
end--;
  while (start < end) {
    char temp = *start;
    *start = *end;
    *end = temp;
    start++;
    end--;
  }
  return s;
}
int main() {
  char str[] = "Anil";
  printf("Original: %s\n", str);
  my_strrev(str);
  printf("Reversed: %s\n", str);
  return 0;
}
Output:
Original: Anil
Reversed: linA
3) char * strcpy( char d[], char s[]); // returns destination base address
#include<stdio.h>
char *myStrcpy(char d[],char s[]){
  char *dest=d;
  while((*d++=*s++));
  return dest;
}
```

```
int main(){
  char src[]="poter copy Anil";
  char dest[50];
  myStrcpy(dest,src);
  printf("source : %s\n",src);
  printf("destination : %s",dest);
}
Output:
source
            : poter copy Anil
destination: poter copy Anil
4) int strcmp (char s1[], char s2[]);
#include<stdio.h>
char *myStrcmp(char s1[],char s2[]){
  while(*s1 && (*s1==*s2)){
    s1++;
    s2++;
  }
  return *(unsigned char *)s1-*(unsigned char*)s2;
}
int main(){
  char a[]="anil kumar";
  char b[]="aziz";
  char c[]="bhanu";
  printf("cmp of a and b is:%d\n",myStrcmp(a,b));
  printf("cmp of b and c is:%d\n",myStrcmp(b,c));
  printf("cmp of c and a is:%d\n",myStrcmp(c,a));
}
Output:
cmp of a and b is:-12
cmp of b and c is:-1
cmp of c and a is:1
```

```
5) int strncmp(char s1[]. char s2[], int n);
#include <stdio.h>
int my_strncmp(char s1[], char s2[], int n) {
  while (n > 0 \&\& *s1 \&\& (*s1 == *s2)) {
    s1++;
    s2++;
    n--;
  }
  if (n == 0) {
    return 0;
  }
  return *(unsigned char *)s1 - *(unsigned char *)s2;
}
int main() {
  char a[] = "pointer";
  char b[] = "pointed";
  printf("Compare first 5 chars: %d\n", my_strncmp(a, b, 5));
  printf("Compare first 7 chars: %d\n", my_strncmp(a, b, 7));
  printf("Compare first 3 chars: %d\n", my_strncmp(a, b, 3));
  return 0;
}
Output:
Compare first 5 chars: 0
Compare first 7 chars: 14
Compare first 3 chars: 0
```

```
6) int stricmp (char s1[], char s2[]);
#include<stdio.h>
char toLower(char c){
  if(c=='A' \&\& c=='Z'){}
    return c+32;
  }
  return c;
}
char myStricmp(char s1[],char s2[]){
  while(*s1 && *s2){
  char c1=toLower(*s1);
  char c2=toLower(*s2);
  if(c1!=c2){
    return (unsigned char)c1-(unsigned char)c2;
  }
  s1++;
  s2++;
  }
  return *(unsigned char*)s1-*(unsigned char*)s2;
}
int main(){
  char a[]="ANIL";
  char b[]="anil";
  printf("compare a and b:%d\n",myStricmp(a,b));
  return 0;
}
Output:
compare a and b:-32
```

```
7) char * strcat(char d[], char s[]); // returns destination base address
#include<stdio.h>
int myStrcat(char d[],char s[]){
  char *dest=d;
  while(*dest){
    dest++;
  }
  while(*s){
    *dest=*s;
    dest++;
    s++;
  }
  *dest='\0';
  return d;
}
int main(){
  char d[]="hello";
  char s[]="world";
  myStrcat(d,s);
  printf("combination : %s\n",d);
  return 0;
}
Output:
combination: helloworld
8) char * strlwr(char s[]); // returns s base address
#include <stdio.h>
char* my_strlwr(char s[]) {
  char *p = s;
```

while (*p) {

if $(*p \ge 'A' \&\& *p \le 'Z')$ {

```
p = p + 32;
    }
    p++;
  }
  return s;
}
int main() {
  char str[] = "HeLLo WoRLd! 123";
  my_strlwr(str);
  printf("Lowercase string: %s\n", str);
  return 0;
}
Output:
Lowercase string: hello world! 123
9) char * strchr( char s[], char c); // returns address of given character first occurrence in given
string
#include<stdio.h>
char *myStrchr(char s[],char c){
  while(*s){
    if(*s==c){}
      return s;
    }
    s++;
  }
  if(c=='\backslash 0')\{
    return s;
  }
```

```
return NULL;
}
int main(){
  char str[]="pointer Arithmetic";
  char ch='A';
  char *result=myStrchr(str,ch);
  if(result!=NULL){
    printf("character %c is found at positioon:%ld\n",ch,result-str);
    printf("Substring from found character: %s\n", result);
  }
  else{
    printf("charecter is not found");
  }
  return 0;
}
Output:
character A is found at positioon:8
Substring from found character: Arithmetic
#include<stdio.h>
char *myStrstr(char str[],char sub[]){
  char *s=str;
  if(*sub=='\0'){
    return str;
  }
  while(*s){
    char *p1=s;
    char *p2=sub;
  while(*p1 && *p2 && (*p1==*p2)){
    p1++;
    p2++;
```

```
}
  if(*p2=='\0'){
    return s;
  }
  s++;
  }
  return NULL;
}
int main(){
  char str[]="pointer arithmetic is poewerfull";
  char sub[]="arithmetic";
  char *result=myStrstr(str,sub);
  if(result!=NULL){
    printf("Substring found at position: %ld\n", result - str);
    printf("Substring in string: %s\n", result);
  }
  else{
    printf("sub string is not found");
  }
  return 0;
}
Output:
Substring found at position: 8
Substring in string: arithmetic is poewerfull
```