

5. Develop a function REVERSE (str) that accepts a string argument. Write a C program that invokes this function to find the reverse of a given string.

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

void REVERSE (char str[]) {
    int start = 0;
    int end = strlen(str) - 1;
    char temp;
    while (start < end) {
        temp = str[start];
        str[start] = str[end];
        str[end] = temp;
        start++;
        end--;
    }
}

int main () {
    char str[100];
    printf ("Enter a string: ");
    scanf ("%s", str);
    REVERSE (str);
    printf ("Reversed string: %s\n", str);
    return 0;
}
```

C exp6reverse.c > main()

```
5 // Function to reverse a string
6 void REVERSE(char str[]) {
7     int start = 0;
8     int end = strlen(str) - 1;
9     char temp;
10
11    while (start < end) {
12        // Swap characters
13        temp = str[start];
14        str[start] = str[end];
15        str[end] = temp;
16
17        start++;
18        end--;
19    }
20 }
21
22 int main() {
23     char str[100];
24
25
26     printf("Enter a string: ");
27     scanf("%s", str);
28
29     // Call the reverse function
30     REVERSE(str);
31
32
33     printf("Reversed string: %s\n", str);
34
35     return 0;
36 }
```

```
> cd "c:\Users\abiga\OneDrive\Desktop\Absproj\" ; if ($?) { gcc  
exp6reverse.c -o exp6reverse } ; if ($?) { .\exp6reverse }  
Enter a string: Death  
Reversed string: htaeD  
PS C:\Users\abiga\OneDrive\Desktop\Absproj>
```