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;
}
```

exp6reverse.c > main()

```c
// Function to reverse a string
void REVERSE(char str[]) {
    int start = 0;
    int end = strlen(str) - 1;
    char temp;

    while (start < end) {
        // Swap characters
        temp = str[start];
        str[start] = str[end];
        str[end] = temp;

        start++;
        end--;
    }
}

int main() {
    char str[100];


    printf("Enter a string: ");
    scanf("%s", str);

    // Call the reverse function
    REVERSE(str);


    printf("Reversed string: %s\n", str);

    return 0;
}
```

```
                                        > 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>
```