**Some C Function Description**

**strlen:** Accepts a C-string or a pointer to a C-string as an argument. Returns the length of

the C-string (not including the null terminator.)

Example Usage: len = Strlen (name).

**Strcat:** Accepts two C-strings or pointers to two C-strings as arguments. The function

appends the contents of the second string to the first C-string. (The first string is

altered, the second string is left unchanged.)

Example Usage: strcat (string1, string2);

**Strcpy**: Accepts two C-strings or pointers to two C-strings as arguments. The function copies the second C-string to the first C-string. The second C-string is left unchanged.

Example Usage: strcpy (string1, string2).

**Strncat:** Accepts two C-strings or pointers to two C-strings, and an integer argument. The

third argument, an integer, indicates the maximum number of characters to copy

from the second C-string to the first C-string.

Example Usage: Strncat (string1, string2, n).

**Strncpy:** Accepts two C-strings or pointers to two C-strings, and an integer argument. The

third argument, an integer, indicates the maximum number of characters to copy

from the second C-string to the first C-string. If n is less than the length of string2,

the null terminator is not automatically appended to string1. If n is greater than

the length of string2, string1 is padded with ‘\0’ characters.

Example Usage: strncpy (string1, string2, n).

**Strcmp:** Accepts two C-strings or pointers to two C-strings arguments. If string1 and

string2 are the same, this function returns 0. If string2 is alphabetically greater

than string1, it returns a negative number. If string2 is alphabetically less than

string1, it returns a positive number.

Example Usage: if (strcmp (string1, string2))

**Strstr:** Accepts two C-strings or pointers to two C-strings as arguments. Searches for the

first occurrence of string2 in string1. If an occurrence of string2 is found, the

function returns a pointer to it. Otherwise, it returns nullptr (address 0).

Example Usage: cout << strstr (string1, string2).