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- `#include <string.h>` has many different functions for dealing with strings, no need to reinvent the wheel. Just use what exists
- `Strlen()` returns an integer value of all of the characters in that array. Excluding the null character
- Not including the size of a string on generation will create a string array of that number of character, but will exclude the null character. Causing a potential crash
- `strlen()` **DOES NOT INCLUDE THE NULL CHARACTER**
- `strcpy(1,2)` where 1 and 2 are different strings. Will copy the contents of string 1 into string 2
- `strn`