```
#include<stdio.h>
#include<string.h>
#include<ctype.h>
void main()
{
        char str[20];
        printf("enter the string=");
        scanf("%s",str);
        //1.strlen
        printf("1)%d\n",strlen(str));
        //2.strcpy
        char str1[20];
        printf("2)%s\n",strcpy(str1,str));
        //3.strncpy
        char str5[5];
        printf("3)%s\n",strncpy(str5,str1,3));
        //4.strcat
        printf("4)%s\n",strcat(str1,str));
        //5.strupr
        printf("5)%s\n",strupr(str));
        //6.strlwr
        printf("6)%s\n",strlwr(str1));
        //7.strcmp
```

```
char str2[20];
      printf("enter second string=");
     scanf("%s",str2);
     int cmp1=strcmp(str1,str2);
if(cmp1==1)
printf("7)str2 is bigger\n");
else if(cmp1==-1)
printf("7)str1 is bigger\n");
else
printf("7)same strings\n");
     //8.strncmp
     int cmp=strncmp(str1,str2,5);
if(cmp==1)
printf("8)str2 is bigger\n");
else if(cmp==-1)
printf("8)str1 is bigger\n");
else
printf("8)same strings\n");
     //9.strchr
     char c='r';
     char *chr=strchr(str1,c);
     if(chr!=NULL)
      printf("9)character found at %s\n",chr);
      else
      printf("9)Substring not Found\n");
     //10.strrchr
      char *chr2=strchr(str1,c);
      if(chr!=NULL)
```

```
printf("10)character found at %s\n",chr2);
else
printf("10)Substring not Found\n");
//11.strstr
char needle[]="gau";
char *ptr=strstr(str1,needle);
if(ptr!=NULL)
printf("11)Substring Found at %s\n",ptr);
else
printf("11)Substring not Found\n");
//12.strspn
char str3[]="gau";
int t=strspn(str1,str3);
printf("12)Length of initial segment=%zu\n",t);
//13.strcspn
char str4[]="sptri";
int ct=strcspn(str1,str4);
printf("13)Length of initial segment of str1 that not contain str4=%zu",ct);
//14.isalph
char ch=getchar();
int i=isalpha(ch);
if(i)
printf("14)Aplhabetic\n");
else
printf("14)not alphabetic\n");
```

```
//15.isdigit
fflush(stdin);
char dig=getchar();
if(isdigit(dig))
printf("15)digit\n");
else
printf("15)not digit");

//16.isspace()
fflush(stdin);
char spc=getchar();
if(isspace(spc))
printf("is space\n");
else
printf("is not space\n");
}
```