**Chapter 3: DATA TYPES**

**Topic – 1: Strings**

**General Information**

* **Null character** can also be represented with **'\0'**.
* A string pointer is **constant** and thus **can’t** be changed.

**Functions**

***strcat(str1,str2);***

***strcpy(str1,str2);***

***strlwr(str);***

***strupr(str);***

***strrev(str);***

***strncat(str1,str2,n);***

***strncpy(str1,str2,n);***

***strcmp(str1,str2,n);***

***strchr(str, c); // Returns a ptr when character is found, else NULL***

***strrchr(str,c); // Same as previous, but searched in reverse***

***strstr(str1,str2); // Returns ptr when str2 is found in str1, else NULL***

* Function **strcmp()** returns **0** when strings match.

**Topic – 2: Integers & Floats**

**ASCII Based Conversions**

***int atoi(str);***

***int atof(str);***

***long int atol(str);***

***long int strtol(str); // Safer alternative to atoi()***

* **strtol() wasn’t** working when I tried it.