14 march

(1) We can not assign a string using assignment operator(=) for assigning a string we must use "strcpy"

(2) We can not assign a string using assignment operator(=) for assigning a string we must use "strcpy"

(3) We can not assign a string using assignment operator(=) for assigning a string we must use "strcpy"

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(6) We can not assign a string using assignment operator(=) for assigning a string we must use ("strcpy")

(7) We can not assign a string using assignment operator(=) for assigning a string we must use ("strcpy")

(8) we can not assign a string using assignment operater (=) for assigning string, we must use "Strcpy"

(9) We can not asign a string using amignment operater (=) for assigning string. we must use "Strcpy"

(10) We can not assign a string using amignment operater (=) for amigning string we must use "Strcpy"

14 March

① Malloc receives no. of bytes as input it ~~allow~~ allocates those many number of byte on heap sequentially & returns string/base address in a void pointer

```
Void * malloc (int);
```

② malloc receives no. of bytes as input it allocates those many number of byte on heap sequentially & returns string/base address in a void pointer.

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Void * malloc (int);
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③ malloc receives no of bytes as input it allocates those many number of byte on heap sequentially & returns string/base address in a void pointer

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Void* malloc (int);
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④ malloc receives no of bytes as input it allocates those many number of byte on heap sequentially & returns string/base address in a void pointer.

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Void * malloc (int);
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(7) malloc receives no of bytes as input it allocates those many number of byte on heap sequentially & return starting / base address in a void pointers

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Void* malloc(int);
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(8) malloc receives no. of bytes as input it allocates those many number of byte on heap sequentially & return starting / base address in a void pointers.

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Void* malloc(int);
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(9) malloc receives no. of bytes as input it allocates those many number of byte on heap sequentially & return starting / base address in a void pointers

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(10) malloc receives no of bytes as input it allocates those many number of byte on heap sequentially & return starting / base address in a void pointers.

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