1. Go through the iterations of strcpy() given as an example in Kernighan & Ritchie, The C Programming Language, 2nd Edition, Prentice Hall PTR, 1988, p.88 - 106 and explain their philosophy of brevity vs. clarity.

The philosophy of brevity is centred around getting as much out of the code with as little code as possible. For example if you want to use a strcpy() method and want to make the code as minimal as possible, one should use a pointer version of the method to reduce the amount of code. On the other hand, clarity of code is more based around how readable code is and prioritises how easy code is to read as opposed to writing the least amount of code possible to get the job done.

2. Look at the code for strcpy() given on Moodle,, and explain the speed differences of the function implementations (why do some run faster than others). Note the C code given in this program is old and buggy, it needs to be updated to run in Visual Studio 2013 (for example there is no need any more to enum a bool type, and you will need to add

#ifdef \_MSC\_VER

#define \_CRT\_SECURE\_NO\_WARNINGS

#endif

at the start of your program – p.s what does this #define do?) Also you need to change the format specifier and cast the c\_time to a float for the /1000 to work in the printf’s.

Some of the functions run faster than others because each strcpy() method is run one after the other. When I ran my program there was roughly 6 ms between each execution of each method. This shows that once the program is compiled it takes 6ms between each iteration within the for loop to execute.