

STRINGS

▼ Initialization

Remember to put `#include <string.h>`

```
#include <stdio.h>
#include <string.h>

int main(){

    char str1[20] = "Kenneth";

    printf("Value of str1: %s\n", str1);

    return 0;
}
```

▼ String Library

▼ strcpy(string)

Returns the length of the string:

```
char str1[20] = "Kenneth";
char str2[20] = "HP";
```

```
printf("Length of str1: %d\n", strlen(str1));  
printf("Length of str2: %d\n", strlen(str2));
```

▼ **strcpy(destination, source)**

Copies the string from the source to the destination

```
char str1[] = "Kenneth";  
char str2[] = "HP";  
  
char str3[40];  
char str4[40];  
  
// strcpy(destination, source);  
strcpy(str3, str1);  
strcpy(str4, str2);  
  
printf("After copying str3 is: %s\n", str3);  
printf("After copying str4 is: %s\n", str4);
```

▼ **strncpy(string, text, length)**

Changes the string to a certain length

```
char str1[40];  
  
strncpy(str1, "Kenneth is awesome!!", 10);  
  
printf("str1 is: %s\n", str1);
```

▼ **strcat(string 1, string 2)**

Concatenates the two strings. It modifies the first argument.

```
char example[100];

strcpy(example, "Kenneth ");
strcat(example, "is awesome!!");

printf("%s\n", example);
```

▼ strcmp(string 1, string 2)

compares 2 strings lexicographically and returns 0, -1, 1

if the output is 1, then $\text{str1} > \text{str2}$

if the output is 0, then $\text{str1} == \text{str2}$

if the output is -1, then $\text{str1} < \text{str2}$

```
char str1[] = "ABC";
char str2[] = "abc";

printf("Return value of strcmp is: %d\n", strcmp(str1, str2));
```