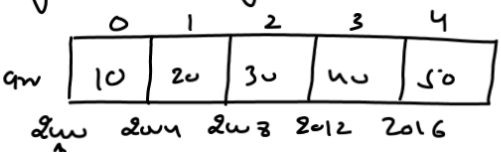
Passing Array As Argument To Function

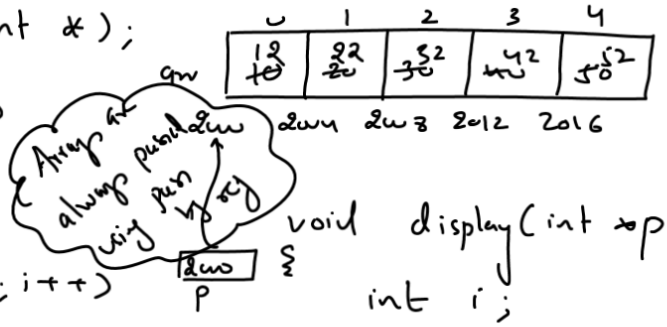
```
void display( int *);
int main( )
{
   int arr[5];
   int i;
   for(i=0; i<5; i++)
   {
      printf("Enter no:");
      scanf("%d", &arr[i]);
   }
   display(arr);
   return 0;
}
```




```
void display(int *p)
{
   int i;
   for(i=0; i<5; i++)
      printf("\n%d", *(p+i));
}
```

```
void display( int *);
int main( )
{
   int arr[5];
   int i;
   for(i=0; i<5; i++)
   {
      printf("Enter no:");
      scanf("%d", &arr[i]);
   }
   display(arr);
   for(i=0; i<5; i++)
      printf("\n%d", arr[i]);
   return 0;
}
```

Output:
```
12
22
32
42
52
```

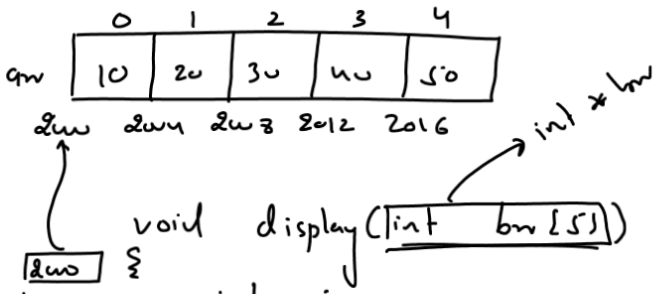



```
void display(int *p)
{
   int i;
   for(i=0; i<5; i++)
   {
      printf("\n%d", *(p+i));
      *(p+i) = *(p+i) + 2;
   }
}
```

Output:
```
10
20
30
40
50
```

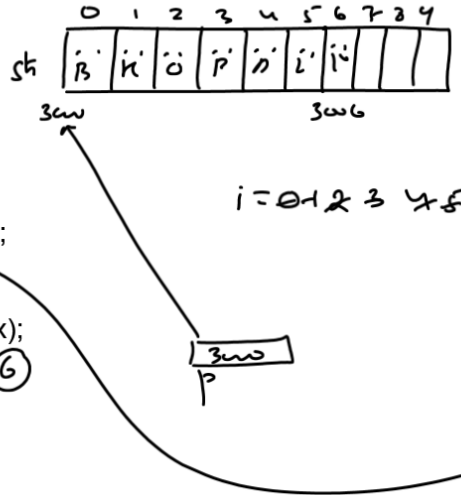
Alternate Way Of Passing Array In Argument

```
void display( int [ ]);
int main( )
{
   int arr[5];
   int i;
   for(i=0; i<5; i++)
   {
      printf("Enter no:");
      scanf("%d", &arr[i]);
   }
   display(arr);
   return 0;
}
```



WAP to create your own function which should work exactly same as library function strlen().

```
#include <stdio.h>
int mystrlen(char *);
int main()
{
  char str[10];
  int x;
  printf("Enter a string:");
  gets(str);
  x=mystrlen(str);
  printf("\Length is %d",x);
  return 0;
}
```




```
int mystrlen(char *p)
{

  int i;
  for(i=0;*(p+i);i++);

  return i;
}
```

Qn 1.WAP to create your own function which should work exactly same as library function strcpy().

Decl: void mystrcpy(char *,char *);

Qn2. WAP to create your own function which should work exactly same as library function strcmp().

Decl: int mystrcmp(char *,char *);