```
//*****************************************************************************
//*****************************************************************************
//                                                                            **
//                        CopyString                                          **
//      funkcjonalnosci:                                                      **
//                  - Kopiowanie łańcuchów znakowych                          **
//                  - Porównywanie łańcuchów znaków                           **
//                  - Dołączanie jednego łańcucha znakowego do innego         **
//                  - Zmiana znaku w łańcuchu znakowym                        **
//                                                                            **
//*****************************************************************************


void CopyString(char pcSource[], char pcDestination[])
{
  unsigned int uiCharacterCounter;

  for(uiCharacterCounter = 0; '\0' != pcSource[uiCharacterCounter]; uiCharacterCounter++)
  {
    pcDestination[uiCharacterCounter] = pcSource[uiCharacterCounter];
  }
  pcDestination[uiCharacterCounter] = '\0';
}

enum CompResult { DIFFERENT, EQUAL };

enum CompResult eCompareString(char pcStr1[], char pcStr2[])
{
  unsigned int uiCharacterCounter;

  for(uiCharacterCounter = 0; '\0' != pcStr1[uiCharacterCounter] || '\0' != pcStr2[uiCharacterCounter]; uiCharacterCounter++)
  {
    if (pcStr1[uiCharacterCounter] != pcStr2[uiCharacterCounter])
    {
      return DIFFERENT;
    }
  }
  return EQUAL;
}
```

```
void AppendString(char pcSourceStr[], char pcDestinationStr[])
{
  unsigned int uiPointerPosition;

  for(uiPointerPosition = 0; '\0' != pcDestinationStr[uiPointerPosition]; uiPointerPosition++) {}
  CopyString(pcSourceStr, pcDestinationStr+uiPointerPosition);
}

void ReplaceCharactersInString(char pcString[], char cOldChar, char cNewChar)
{
  unsigned int uiCharacterCounter;

  for(uiCharacterCounter = 0; '\0' != pcString[uiCharacterCounter]; uiCharacterCounter++)
  {
    if(pcString[uiCharacterCounter] == cOldChar)
    {
      pcString[uiCharacterCounter] = cNewChar;
    }
  }
}
```