gnirtS a esreveR

This is a **pair** exercise and must be competed in your **tutorial** or **lab** with your partner.

For this activity, you'll be writing the function `stringReverse`:

```
void stringReverse (char *buffer);
```

It takes a string in `buffer`, and reverses the characters in it in-place. You should always make sure that your function maintains the null-terminator at the end of the `buffer` array.

Download `stringReverse.c`, or copy it into your current directory on a CSE system by running

```
$ cp /web/cs1511/17s2/week05/files/stringReverse.c .
```

An interesting quirk to be aware of: a *string literal* is immutable, but string created as an array is mutable.

We've provided a simple test to help you build your solution. You should write more tests to demonstrate your solution works.

To run some simple automated tests:

```
$ 1511 autotest stringReverse
```

To run Styl-o-matic:

```
$ 1511 stylomatic stringReverse.c
Looks good!
```

You'll get advice if you need to make changes to your code.

Submit your work with the *give* command, like so:

```
$ give cs1511 wk05_stringReverse
```

Or, if you are working from home, upload the relevant file(s) to the `wk05_stringReverse` activity on Give Online.