**STRLEN**. LUNGHEZZA DI UNA STRINGA

#include<stdio.h>

#include <string.h>

int main()

{

char ch[20]={'j', 'a', 'v', 'a', 't', 'p', 'o', 'i', 'n', 't', '\0'};

printf("Length of string is: %d",strlen(ch));

return 0;

}

**GETS**. LEGGERE UNA STRINGA

#include<stdio.h>

void main ()

{

char s[30];

printf("Enter the string? ");

gets(s);

printf("You entered %s",s);

}

**FGETS**. ASSICURA CHE NON VENGANO LETTI PIU CARATTERI

#include<stdio.h>

void main()

{

char str[20];

printf("Enter the string? ");

fgets(str, 20, stdin);

printf("%s", str);

}

**STRCPY**. COPIA LA STRINGA

#include<stdio.h>

#include <string.h>

int main()

{

char ch[20]={'j', 'a', 'v', 'a', 't', 'p', 'o', 'i', 'n', 't', '\0'};

char ch2[20];

strcpy(ch2,ch);

printf("Value of second string is: %s",ch2);

return 0;

}

**STRCAT**. CONCATENA DUE STRINGHE

#include<stdio.h>

#include <string.h>

int main()

{

char ch[10]={'h', 'e', 'l', 'l', 'o', '\0'};

char ch2[10]={'c', '\0'};

strcat(ch,ch2);

printf("Value of first string is: %s",ch);

return 0;

}

**STRUPR**. CARATTERI DELLA STRINGA IN MAIUSCOLO

#include<stdio.h>

#include <string.h>

int main()

{

char str[20];

printf("Enter string: ");

gets(str);//reads string from console

printf("String is: %s",str);

printf("\nUpper String is: %s",strupr(str));

return 0;

}

**STRLWR**. CARATTERI IN MINUSCOLO

#include<stdio.h>

#include <string.h>

int main()

{

char str[20];

printf("Enter string: ");

gets(str);//reads string from console

printf("String is: %s",str);

printf("\nLower String is: %s",strlwr(str));

return 0;

}

**STRCMP**. CONFRONTA DUE STRINGHE

#include<stdio.h>

#include <string.h>

int main()

{

char str1[20],str2[20];

printf("Enter 1st string: ");

gets(str1);//reads string from console

printf("Enter 2nd string: ");

gets(str2);

if(strcmp(str1,str2)==0)

printf("Strings are equal");

else

printf("Strings are not equal");

return 0;

}

**STRREV**. CONTRARIO DELLA STRINGA

#include<stdio.h>

#include <stringa.h>

int principale()

{

carattere str[20];

printf( "Inserisci la stringa: " );

ottiene(str); //legge la stringa dalla console

printf( "La stringa è: %s" ,str);

printf( "\nLa stringa inversa è: %s" ,strrev(str));

restituire 0;

}