strstr(): It searches for the sub string and
if found, it return the sub string address.
If sub string not found, it return 0 / (null)
strstr(main string, sub string);

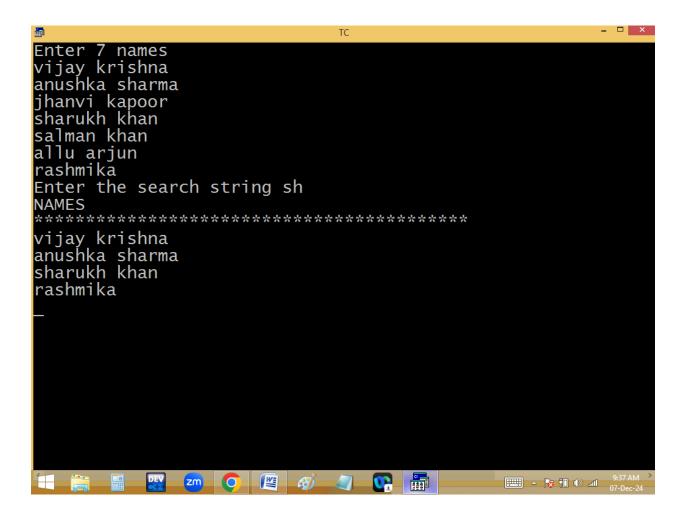
```
File Edit Run Compile Project Options Debug
Line 13 Col 40 Insert Indent Tab Fill Unindent * E
#include<stdio.h>
#include<conio.h>
#include<string.h>
void main()
{
char s[]="abcdef";
clrscr();
printf("%s addr %u\n",s,s);
printf("c addr %u\n",strstr(s,"c"));
printf("C addr %u\n",strstr(s,"c"));
printf("%s\n",strstr(s,"c"));
printf("%s\n",strstr(s,"c"));
printf("c is %d char",strstr(s,"c")-s+1);
getch();
}

F1-Help F5-Zoom F6-Switch F7-Trace F8-Step F9-Make F1
```

```
abcdef addr 65496
c addr 65498
C addr 0
cdef
(null)
c is 3 char
```

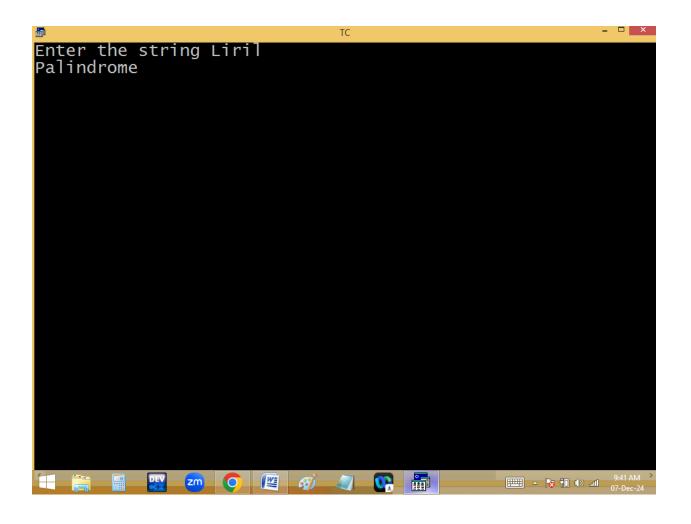
Browser working style:

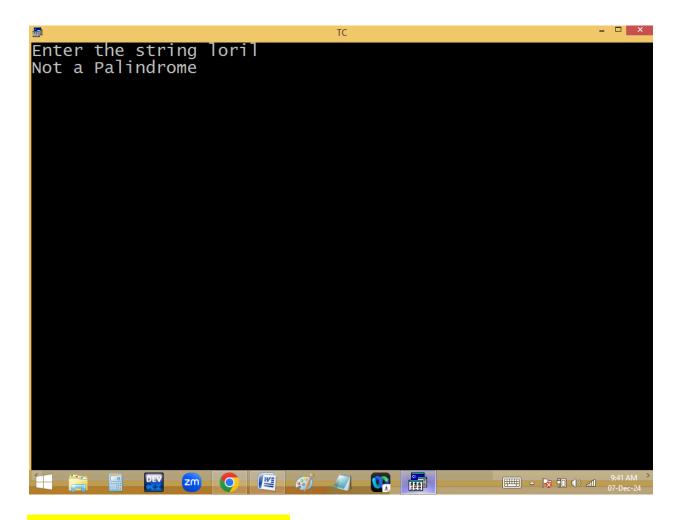
```
Run Compile Project Options
  File Edit
                                              Debug
              Col 1 Insert Indent Tab Fill Unindent * E
     Line 14
#include<stdio.h>
#include<conio.h>
#include<string.h>
void main()
char s[7][20],sub[20]; int i;
clrscr();
for(i=0;i<7;i++)
if(strstr(s[i],sub)!=0)puts(s[i]);
getch();
F1-Help
       F5-Zoom
                F6-Switch
                          F7-Trace F8-Step F9-Make
                                       9:37 AM
07-Dec-24
            zm
```



Finding palindrome using library functions?

```
Run Compile Project Options
   File Edit
                                                          Debug
                  Col 10 Insert Indent Tab Fill Unindent * E
      Line 11
#include<stdio.h>
#include<conio.h>
#include<string.h>
void main()
char s1[50],s2[50];
clrscr();
printf("Enter the string "); gets(s1);
strcpy(s2,s1);
strrev(s2);
puts(stricmp(s1,s2)==0?"Palindrome":"Not a Palindrome");
getch();
 F1-Help F5-Zoom F6-Switch F7-Trace F8-Step F9-Make F1
                                                 9:41 AM
07-Dec-24
                zm
```





Sorting of strings:

s[0]	righi chintu chinna
s[1]	chintu rishi pipky chintu
s[2]	pinky righi pinky
s[3]	chinna chintu pinky rishi

```
Edit
   File
                  Run
                         Compile Project Options
                                                          Debug
                           Insert Indent Tab Fill Unindent * E
      Line 13
                  Col 8
#include<stdio.h>
#include<conio.h>
#include<string.h>
void main()
char s[7][50],t[50]; int i,j;
clrscr();
printf("Enter 7 strings\n");for(i=0;i<7;i++)gets(s[i]);</pre>
for(i=0;i<=5;i++)
for(j=i+1;j<=6;j++)
if(stricmp(s[i],s[j])>0)
{strcpy(t,s[i]);strcpy(s[i],s[j]);strcpy(s[j],t);}
puts("NAMES");
puts("-----
for(i=0;i<7;i++)puts(s[i]);
getch();
 F1-Help
          F5-Zoom
                    F6-Switch
                                           F8-Step
                                                     F9-Make
                                 F7-Trace
               zm
                                                 9:59 AM
07-Dec-24
```

```
_ 🗆 ×
Enter 7 strings
Hari
siri
PUSHPA
Krish
bunny
aryan
bunny
giri
Hari
Krish
PUSHPA
siri
            9:59 AM 07-Dec-24
```

POINTERS

Pointer is a variable which stores the address of another variable of same type.

Pointer is a variable which stores the address of memory [byte] at runtime [dynamic]

It is a derived data type.

int * p; → int pointer variable

Advantages:

- 1. Dma runtime mem alloc
- 2. Prevents wastage of memory
- 3. Performance is high
- 4. System software development
- 5. Data structures
- Call by reference/address sharing of local var from diff functions
- 7. Array/strings

8. File handling