

(4) ~~strrev~~

(4) ~~strrev~~ : ~~it returns a copy of string or my string~~

The ~~strrev~~ is used to reverse the given string.

i.e: Type ↳ epyT

SYNTAX: strrev(variable);

Ex :

```
void main()
```

```
{
```

```
char str[50];
```

```
clrscr();
```

```
printf("Enter string:");
```

```
gets(str);
```

```
printf("Reverse of string: %s", strrev(str));
```

```
getch();
```

3

OUTPUT: Enter string: Type

Reverse of string: epyT

(6) Statics:

The strcat() is used to joint / merge two different string.

i.e.: first string
 ↳ Computer

second string
 ↳ department ↳

```

graph TD
    A[After strcat()] --> B[Computer department]
    
```

SYNTAX : strcat (first string , second string);

Ex: void main()

```
char stx1[50], stx2[50];  
clrscr();  
printf (" Enter first string");  
gets (stx1);  
printf (" Enter second string");  
gets (stx2);  
printf (" After Merging : %s", strcat (stx1, stx2));  
getch();
```

2) OUTPUT : Enter first string: Computer

Enter Second string: department

After Merging : Computer department

(5) strcpy():

The strcpy() is used to copy one string into another string.

SYNTAX: strcpy (first string , second string);

EX:

```
void main()
```

```
char str1[20], str2[20], = "Hello";  
clrscr();  
printf("%s", str1, strcpy(str1, str2));  
printf("%s", str1);  
getch();
```

OUTPUT: Hello

(7) strcmp()

This string function is used to compare two different strings.

If both strings are equal, it will return 0.

SYNTAX : strcmp(first string, second string);

EX :

```
void main()
```

```
{
```

```
char str1[30], str2[30];  
clrscr();  
printf("Enter string 1 :");  
gets(str1);  
printf("Enter string 2 :");  
gets(str2);  
if (strcmp(str1, str2) == 0)
```

```
{
```

```
printf("Strings are equal");
```

```
}
```

```
else
```

```
{
```

```
printf("Strings are not equal");
```

```
}
```

```
getch();
```

OUTPUT : Enter string 1 : Type
Enter string 2 : Type
Strings are equal