

~~(4) strrev()~~

(4) strrev():

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();
```

```
}
```

OUTPUT: Enter string: Type

Reverse of string: epyT

(6) $\text{SiOCl}_2 + \text{C} :$

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

i.e :

```
graph TD
    A["First String  
↳ Computer"]
    B["Second String  
department"]
    A --- C["After strcat ( )"]
    B --- C
    C --> D["Computer department"]
```

SYNTAX : strcat (first string , second string);

Ex: void main()

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Char* s+x1[50], s+x2[50];

e^{185080} ;

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

```
gets (str1);
```

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

```
gets (str2);
```

```
printf(" After Merging : %s", strcat (str1, str2));
```

```
getch();
```

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OUTPUT : Enter first string: Computers

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", strcpy(str1, str2));
    printf("%s", str1);
    getch();
}
```

OUTPUT: Hello

(7) strcmp()

This string function is used to compare two different string.

If both string 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