## Instructions

Provide an implementation for the `strrev()` function, which is described in the `man`(ual) page given below.

**NAME**

`strrev` - reverse a string

**SYNOPSIS**

```
void strrev(char *dest, const char *src);
```

**DESCRIPTION**

Copies the reverse of the string `src` into the buffer `dest`. The buffer `dest` must be large enough to hold the reversed string, including the null terminator. The function does not return a value.

**RETURN VALUE**

None. The reversed string is stored in `dest`.

## Text Editor (Stub Implementation)

```
void strrev(char *dest, const char *src) {

  // Your code here…

}
```

## Tests

```
#include <string.h>

// prototype for function under test
void strrev(char *dest, const char *src);

do_test(char *input, char *expected) {
  char actual[256];

  strrev(actual, input);
  pico_assert(strcmp(expected, actual) == 0);
}

void run_tests() {
  do_test("", "");
  do_test("!", "!");

  /* non-palindromic strings */
  do_test("o_O", "O_o");
  do_test("live", "evil");
```

```
  /* palindromic strings */
  do_test("tacocat", "tacocat");
  do_test("step on no pets", "step on no pets");
}
```

## Possible Solution

```
#include <string.h>

void strrev(char *dest, const char *src) {
  int len = strlen(src);
  for (int i = 0; i < len; i++) {
    dest[i] = src[len - i - 1];
  }
  dest[len] = '\0';
}
```