

## Program 1: Reverse String

### ReverseString.c:

In this object, Input is taken from the user for its complete name. The memory is dynamically allocated using the malloc function so that user can enter n number of middle names and then using the strtok function to separate the input name into tokens and then pass each of this tokens in the function Rev\_string in order to reverse the string. The number of characters entered by the user is calculated by finding size of the input array which was dynamically allocated and subtracted by the number of white spaces.

### Rev\_string.c:

This function takes a input of tokens (character array) and then reverse the string using the swap algorithm using a temporary variable and then returns the reversed string.

### Reverse.h:

It is the user defined header file which defines the function Rev\_string.

### Makefile:

The makefile runs this program using commands in command line  
make  
make run