

//Pyramid of 6 lines.

```
/*
#include <stdio.h>
int main()
{
    int i, space, rows, k = 0;
    printf("Enter the number of rows: \n");
    scanf("%d", &rows);
    for (i = 1; i <= rows; ++i, k = 0)
    {
        for (space = 1; space <= rows - i; ++space)
        {
            printf(" ");
        }
        while (k != 2 * i - 1)
        {
            printf("* ");
            ++k;
        }
        printf("\n");
    }
    return 0;
}
*/
```

//Check whether a particular character is present in string or not.

```
/*
#include <stdio.h>
#include <string.h>

int main()
{
    int n = 100;
    char str[n];
    printf("Input String: ");
    gets(str);
    char letter;
    printf("Input letter to be searched: ");
    //letter = getchar();
    scanf("%c", &letter);
    int cnt = 0;
    for(int i = 0; str[i]; i++)
    {
        if(str[i] == letter)
        {
            cnt++;
        }
    }
    printf("The value '%c' has occurred %d time in the string \n ", letter, cnt);
    return 0;
}
*/
```

//Reversing a string.

```
/*
#include <stdio.h>
#include <string.h>
void reverse_string(char *str) {
    int len = strlen(str);
    char temp;
    for (int i = 0; i < len / 2; i++) {
        temp = str[i];
```

```
        str[i] = str[len - i - 1];
        str[len - i - 1] = temp;
    }
}

int main() {
    char str[100];
    printf("Enter a string: ");
    gets(str);
    reverse_string(str);
    printf("Reversed string: %s", str);
    return 0;
}

*/
```