Mini project report latex code

String Manipulator

```
\documentclass[11pt,a4paper]{article}
\usepackage{babel}
\usepackage{array}
\usepackage{tabularx}
\usepackage{fancyhdr}
\usepackage{fancyvrb}
\usepackage{multicol}
\usepackage{listings}
\usepackage{graphicx}
\graphicspath{{I:\\##VISHESH##\\pp python project }}
\usepackage[hmargin=1.5cm,
vmargin=1.5cm]{geometry}


\usepackage[dvipsnames]{xcolor}

\usepackage{fancyvrb}




\begin{document}
\pagestyle{fancy}
\lhead{Vishesh Chouhan}
\rhead{0801CS211101}
\fancyfoot{}
\fancyfoot[R]{{\small\thepage}}
\renewcommand{\footrulewidth}{0.4pt}

\begin{center}
\textbf{\Huge NAME : VISHESH CHOUHAN}\\
\vspace{1cm}
\textbf{\Huge ENROLLMENT NO : 0801CS211101}\\
\vspace{1cm}
\textbf{\Huge CLASS : B.Tech II YEAR }\\
\vspace{1cm}
\textbf{\Huge SUBJECT : PROGRAMMING PRACTICES }\\
\vspace{1cm}
\textbf{\Huge TOPIC : MINIPROJECT}\\
\vspace{1cm}
\textbf{\Huge PROJECT TITLE : STRING MANIPULATOR}\\
\end{center}
```

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\begin{flushleft}
\textbf{\Large Objectives of project}\\
To create a library of functions for string manipulation\\

\textbf{\Large \\ Function description}
\begin{itemize}
\item \textbf{isupper} Returns true if the given character is a uppercase character.\\
\item \textbf{islower} Returns true if the given character is a lower character.\\
\item \textbf{isspace} Returns true if the given character is a space character.\\
\item \textbf{upper} Returns the uppercase character, of the given character.\\
\item \textbf{lower} Returns the lowercase character, of the given character.\\
\item \textbf{len} Returns the length of the given string.\\
\item \textbf{touppercase} Returns the uppercase string, of the given stirng.\\
\item \textbf{tolowercase} Returns the uppercase string, of the given string.\\
\item \textbf{capitalizecase} Returns the capitalized string, given a string.\\
\item \textbf{sentencecase} Returns the string in sentence case, given a string.\\
\item \textbf{togglecase} Returns the string whose case are toggled with respect to the initial string, given a string.\\
\item \textbf{issame} Returns true if the given two strings are same, false otherwise.\\
\item \textbf{reversestr} Returns a string that is in reverse order as the given string.\\
\item \textbf{ispalindromic} Returns true if the input string is palindromic, false otherwise.\\
\item \textbf{index} Returns the first occurrence of a character in a string, returns -1 if character not found.\\
\item \textbf{indexstr} Returns the first occurrence of a string in a string, returns -1 if string not found.\\
\item \textbf{main} It is the runner of the code. It initializes the program.\\
\end{itemize}
\end{flushleft}
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\begin{center}
\textbf{PROGRAM CODE}
\end{center}

\vspace{.5cm}

\lstinputlisting[language=c++]{stringManipulator.cpp}

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\begin{center}
\textbf{\Large PROGRAM OUTPUT}
\end{center}

\includegraphics{cppCorrectOutput.png}\\

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\begin{center}
\textbf{PROFILLING DATA}\\
\includegraphics{cppProfiling.png}\\

\end{center}

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\begin{center}
\textbf{DEBBUGING STEPS}\\
\includegraphics{cppdebug1.png}\\
\includegraphics{cppdebug2.png}\\
\includegraphics{cppdebug3.png}\\

\end{center}

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\begin{center}
\textbf{MISCELLANEOUS DATA}
\end{center}

\begin{flushleft}
Starting Date : 15 November, 2022 \\
End Date : 15 November, 2022\\
Total time required : 2 hours\\
Total line of code : 262\\
No of functions : 17\\
Language used : C++\\
Profiller used : Gpof\\
Debugger used : gdb\\
Program Title : String Manipulator\\

\end{flushleft}
\end{document}