

## Week 10

1. You are tasked with creating a simple address book program in C using structs. The program is designed to manage contact information, including first name, last name, phone number, and email address. The address book has a maximum capacity of 100 contacts.

Your program should implement `addContact` function to add a new contact to the address book. Let users enter contact details and add the contact to the address book if there is still room for the contact. Implement a function called `displayContacts` to display the details of the contact in the address book. Use a menu-driven approach so that users can choose between adding or listing the contacts.

### **Struct Definition:**

Define a structure named `Contact` to represent a person's contact information. The structure should include the following fields: First name (max 30 characters), Last name (max 30 characters), Phone number (10-digit), Email address (max 50 characters)

2. In this question, you are tasked with reversing a string. Suppose you have an array of "okul". Implement a function called `reverseString` that will turn the string into "luko". Your string will be randomly assigned between the letters "a" and "z". Before calling your `reverseString` function, write a function called `assignRandomChars` and make the random assignment.