

`strxfrm` returns the length of the transformed string. As a result, it's typically called twice: once to determine the length of the transformed string and once to perform the transformation. Here's an example:

```
size_t len;
char *transformed;

len = strxfrm(NULL, original, 0);
transformed = malloc(len + 1);
strxfrm(transformed, original, len);
```

Search Functions

```
void *memchr(const void *s, int c, size_t n);
char *strchr(const char *s, int c);
size_t strcspn(const char *s1, const char *s2);
char *strpbrk(const char *s1, const char *s2);
char *strrchr(const char *s, int c);
size_t strspn(const char *s1, const char *s2);
char *strstr(const char *s1, const char *s2);
char *strtok(char * restrict s1,
              const char * restrict s2);
```

strchr The `strchr` function searches a string for a particular character. The following example shows how we might use `strchr` to search a string for the letter `f`.

```
char *p, str[] = "Form follows function.";

p = strchr(str, 'f'); /* finds first 'f' */
```

`strchr` returns a pointer to the first occurrence of `f` in `str` (the one in the word `follows`). Locating multiple occurrences of a character is easy; for example, the call

```
p = strchr(p + 1, 'f'); /* finds next 'f' */
```

finds the second `f` in `str` (the one in `function`). If it can't locate the desired character, `strchr` returns a null pointer.

memchr `memchr` is similar to `strchr`, but it stops searching after a set number of characters instead of stopping at the first null character. `memchr`'s third argument limits the number of characters it can examine—a useful capability if we don't want to search an entire string or if we're searching a block of memory that's not terminated by a null character. The following example uses `memchr` to search an array of characters that lacks a null character at the end:

```
char *p, str[22] = "Form follows function.";

p = memchr(str, 'f', sizeof(str));
```