**Fundamentals-Review**

The source code summarize as follows:

1. It defines 2 macros “BUFFER\_SIZE” and “NUM\_INPUT\_SIZE” with 80 and 10 size respectively.
2. Ask the user to input for string which store it into the array “buffer1”
3. Ask the user to input and store into the array “numInput”.
4. Using the “fgets” which store an integer value from numInput
5. Then it will convert to character type into integer type using “atoi” and placed the result to “position” variable.
6. And if the position value is greater than or equal to the buffer1 string length, a printf will show a message to user that its too big and need to reduce to max. available size.
7. Else, it will print the position and buffer1 value at the defined position.
8. The code will loop using do-while iteration and ask again for user input and do the same task above unless the user type “q” to quit the program.

Aside from standard printf function, the source code used other library function as follows

* strcmp – define from <string.h> and used to compare two strings
* strlen – define from <string.h> and used to define the length of string
* fgets – define from <stdio.h> and used to read a line of text from a file or from the standard

user input and store it in a character array (string).

* atoi – define from <stdlib.h> and used to convert a string of digits to its corresponding integer

value.