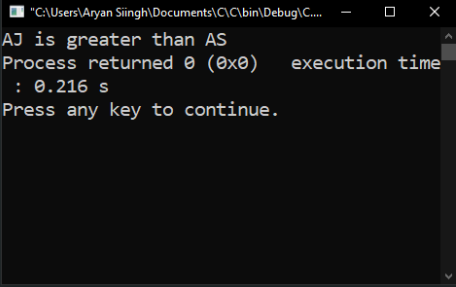


## Functions Assignment

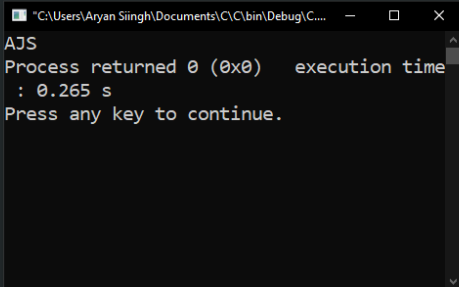
- Strcmp();

```
1  #include<stdio.h>
2  #include<conio.h>
3  #include<string.h>
4
5  int main()
6  {
7      char* s1 = "AS";
8      char* s2 = "AJ";
9
10     if(strcmp(s1,s2)<0)
11     {
12         printf("AS is greater than AJ");
13     }
14     else{
15         printf("AJ is greater than AS");
16     }
17
18     return 0;
19 }
20
```



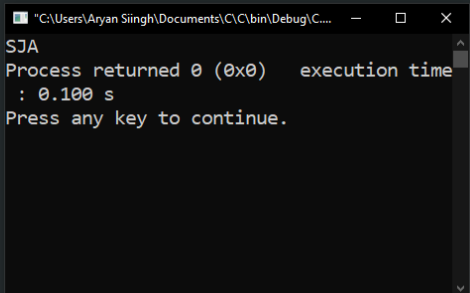
- Strcpy();

```
1  #include<stdio.h>
2  #include<conio.h>
3  #include<string.h>
4
5  int main()
6  {
7      char s1[] = " ";
8      char s2[] = "AJS";
9
10
11
12     printf("%s",strcpy(s1,s2));
13
14     return 0;
15 }
16
17
18
19
20
```



- Strrev();

```
1  #include<stdio.h>
2  #include<conio.h>
3  #include<string.h>
4
5  int main()
6  {
7      //char s1[] = " ";
8      char s2[] = "AJS";
9
10     strrev(s2);
11
12     printf("%s",s2);
13
14     return 0;
15 }
16
17
18
19
20
```



- Strlen();

```
1 #include<stdio.h>
2 #include<conio.h>
3 #include<stdlib.h>
4 #include<time.h>
5
6 int main()
7 {
8
9
10     char s1[]="AJS";
11
12
13     printf("%d",strlen(s1));
14
15     return 0;
16 }
17
```

- Strupr();

```
2 #include<stdio.h>
3 #include<conio.h>
4 #include<string.h>
5
6 int main()
7 {
8     //char s1[] =" ";
9     char s2[] ="ajs";
10
11
12     printf("%s",strupr(s2));
13
14     return 0;
15 }
16
17
```

- Strlwr();

```
1 #include<stdio.h>
2 #include<conio.h>
3 #include<string.h>
4
5 int main()
6 {
7     //char s1[] =" ";
8     char s2[] ="AJS";
9
10
11
12     printf("%s",strlwr(s2));
13
14     return 0;
15 }
16
17
```

- Pow();

```
1 #include<stdio.h>
2 #include<conio.h>
3 #include<string.h>
4
5 int main()
6 {
7     //char s1[] =" ";
8     //char s2[] ="AJS";
9     int x=0;
10
11     x=pow(5,3);
12
13     printf("5^3=%d",x);
14
15     return 0;
16 }
17
```

- Sqrt();

```
1 #include<stdio.h>
2 #include<conio.h>
3 #include<string.h>
4
5 int main()
6 {
7     //char s1[] =" ";
8     //char s2[] ="AJS";
9     int x=0;
10
11     x=sqrt(25);
12
13     printf("Square Root of 25=%d",x);
14
15     return 0;
16 }
17
18
```

- Ceil();

```
1 #include<stdio.h>
2 #include<conio.h>
3 #include<string.h>
4
5 int main()
6 {
7
8     float f=9.5;
9
10
11     printf("Ceil function of %f is %f",f,ceil(f));
12
13     return 0;
14 }
15
16
17
18
```

## Floor();

```
1 #include<stdio.h>
2 #include<conio.h>
3 #include<string.h>
4
5 int main()
6 {
7
8     float f=9.5;
9
10
11     printf("Floor function of %f is %f",f,floor(f));
12
13     return 0;
14 }
15
16
17
18
```

## Rand();

```
1 #include<stdio.h>
2 #include<conio.h>
3 #include<stdlib.h>
4 #include<time.h>
5
6 int main()
7 {
8
9
10     srand(time(0));
11
12
13     printf("%d",rand());
14
15     return 0;
16 }
17
```