```
// str1 str2 in str3.
#include<stdio.h>
#include<string.h>
int main(){
   char str1[100],str2[100],str3[200];
   fgets(str1,100,stdin);
   str1[strlen(str1)-1]='\0';

   fgets(str2,100,stdin);
   str2[strlen(str2)-1]='\0';

   fgets(str3,200,stdin);
   str3[strlen(str3)-1]='\0';
//    printf("%s",strcat(str1,str2));

   char demo[200];
   strcpy(demo,str1);
//    demo[strlen(demo)-1]='\0';
   strcat(demo,str2);
   //    demo[strlen(demo)-1]='\0';
   if(strcmp(str3,demo)==0){
      printf("yes");
```

```
    }
    else{
        printf("no");
    }
    return 0;

    }
```

//insert substring at specific position...

```
#include<stdio.h>
#include<string.h>
int main(){
    char str[200];
    char substr[100];
    int position;

    fgets(str,200,stdin);
    str[strlen(str)-1]='\0';
```

```
    fgets(substr,100,stdin);
    substr[strlen(substr)-1]='\0';

    scanf("%d",&position);

    char result[200];
    strncpy(result,str,position);
    result[position]='\0';
    strcat(result,substr);
    strcat(result,str+position);
    printf("%s",result);
return 0;
}
```

```
//find character Indexes

#include <stdio.h>
#include <string.h>

// Function to find the index of a substring
```

```
in a string
int findSubstring(char *str, char *substr) {
    char *pos = strstr(str, substr);
    if (pos) {
        return pos - str;
    } else {
        return -1;
    }
}

// Function to find the index of a character
in a string
int findChar(char *str, char ch) {
    char *pos = strchr(str, ch);
    if (pos) {
        return pos - str;
    } else {
        return -1;
    }
}

int main() {
    char input[1000];
```

```
    // Read the input string
    printf("Enter the string: ");
    scanf("%[^\n]%*c", input);  // This reads
the input until a newline is encountered

    int index_are = findSubstring(input,
"are");
    int index_b = findChar(input, 'b');

    int sum = index_are + index_b;

    printf("%d\n", sum);

    return 0;
}
```

// search character and substring

```
#include <stdio.h>
#include <string.h>

void find_positions(char *string, int
*pos_a, int *pos_is) {
    *pos_a = -1;
    *pos_is = -1;

    char *ptr = strstr(string, "is"); // find "is"
    if (ptr != NULL) {
        *pos_is = ptr - string; // calculate
position of "is"
    }

    ptr = strchr(string, 'a'); // find 'a'
    if (ptr != NULL) {
        *pos_a = ptr - string; // calculate
position of 'a'
    }
}

int main() {
```

```
    int num_strings;
    scanf("%d", &num_strings); // read
number of strings

    getchar(); // consume newline character

    char strings[num_strings][100]; // array
to store strings

    // Read each string
    for (int i = 0; i < num_strings; i++) {
        fgets(strings[i], sizeof(strings[i]),
stdin);
        strings[i][strcspn(strings[i], "\n")] =
'\0'; // remove trailing newline if present
    }

    int results[num_strings]; // array to store
results

    // Process each string
    for (int i = 0; i < num_strings; i++) {
        int pos_a, pos_is;
```

```
        find_positions(strings[i], &pos_a,
&pos_is);

        results[i] = pos_a + pos_is;
    }

    // Output results
    for (int i = 0; i < num_strings; i++) {
        printf("%d\n", results[i]);
    }

    return 0;
}
```