Library functions in programming refer to pre-defined functions provided by libraries or frameworks to perform common tasks. These functions are typically reusable, well-tested, and optimized for various operations, allowing programmers to save time and effort by using them instead of implementing the same functionality from scratch.
Here are four common library functions in C:

1. printf(): This function is used for formatted output. It allows you to print data to the standard output (usually the console) with various formatting options. It is part of the <stdio.h> library.
2. scanf(): This function is used for formatted input. It allows you to read data from the standard input (usually the keyboard) with various formatting options. It is also part of the <stdio.h> library.
3. malloc(): This function is used for dynamic memory allocation. It allows you to allocate memory on the heap (rather than the stack) at runtime. It is part of the <stdlib.h> library.
4. strlen(): This function is used to find the length of a null-terminated string. It calculates the number of characters in a string without including the null character at the end. It is part of the <string.h> library.