P1Q1:

***char***\* strCpy(***char***\* strDest, const ***char***\* strSrc){

***int*** i;

    i=0;

    while(strSrc[i] != **'**\0**'**)

    {

        strDest[i] = strSrc[i];

        i++;

    }

    strDest[i] = **'**\0**'**;

    return strDest;

}

P1Q2:

The reason why we use \*char is because it is a pointer variable and could be used to access other strings in our code.

P2:

**//** Part 2;

#include **<**stdio.h**>**

#include **<**string.h**>**

***int*** main(){

***char*** input[22];

***char*** shortest[22];

***char*** longest[22];

    printf(**"**Enter word: **"**);

    scanf(**"**%s**"**, input);

    strcpy(shortest, input);

    strcpy(longest, input);

    while(strlen(input) != 4){

        if(strcmp(input, longest) > 0)

        {

            strcpy(longest, input);

        }

        else if(strcmp(input, shortest) < 0)

        {

            strcpy(shortest, input);

        }

        printf(**"**Enter word: **"**);

        scanf(**"**%s**"**, input);

    }

    printf(**"**Smallest word: %s\n**"**, shortest);

    printf(**"**Largest word: %s\n**"**, longest);

    return 0;

}

