Part 1:



1. Makes it easier to nest functions, and another reason is to check and see if a function works or not

#include<stdio.h>

#include<stdlib.h>

char\* strcpy(char\* strDest, const char\* strSrc)

{

unsigned i;

//copy the src string to dest string

for (i=0; strSrc[i] != '\0'; ++i)

strDest[i] = strSrc[i];

strDest[i]='\0';//null to end

return strDest;//return pointer to dest

}

int main()

{

//declare variables

char src[] = "Jordon Ballou";

char dest[100];

printf("Source string: %s\n",src);

printf("copied string: %s", strcpy(dest,src));

return 0;

}

Part 2:

![Graphical user interface, text, application

Description automatically generated]()

#include<stdio.h>

#include<string.h>

#include<stdlib.h>

int main()

{

char input[21],smallest[21],largest[21];

printf("Enter Word : ");

scanf("%s",input);

strcpy(smallest,input);

strcpy(largest,input);

while(strlen(input)!=4)

{

if(strcmp(input,smallest)<0)

strcpy(smallest,input);

else if (strcmp(input,largest)>0)

strcpy(largest,input);

printf("Enter Word : ");

scanf("%s",input);

}

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

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

return 0;

}