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#include <cstring>

#include <iostream>

using namespace std;

// int strlen(char \*);

// char \*strcpy(char \*dest, char \*source);

// char \*strcat(char\*dest, char\*source);

// char \* strchr ( char \* str, int character );

int main() {

char first[100] = "-This is my, first cstring";

char second[100] = "This is my second cstring";

char third[100] = "";

const char constCstring[50] = "This is a constant cstring";

cout << "first = " << first << "\nsecond = " << second

<< "\nthird = " << third << "\nconstCstring = " << constCstring << endl;

cout << "The length of first cstring is: " << strlen(first) << endl;

cout << "The output of strcpy(third, second) is: " << strcpy(third, second)

<< endl;

cout << "The output of strcat(second, first) is: " << strcat(second, first)

<< endl;

cout << "The output of strchr(first, 'f') is: " << strchr(first, 'f') << endl;

cout << "The output of strrchr(constCstring, 'c') is: "

<< strchr(constCstring, 'c') << endl;

const char temp[10] = "my";

cout << "temp = " << temp << endl;

cout << "The output of strstr(first, temp) is: " << strstr(first, temp)

<< endl;

cout << "The output of strtok(first, \" ,-/\") is: " << strtok(first, " ,-/")

<< endl;

// strlen(first);

// strcpy(first, second);

// strcat(first,second);

return 0;

}

// int strlen(char \*\_cstring) {

// int length = 0;

// while (\_cstring[length] != '\0')

// length++;

// cout << "The length of \"" << \_cstring << "\" is: " << length << endl;

// return length;

// }

// char \*strcpy(char \*dest, char \*source) {

// dest = source;

// cout << "The dest is now \"" << dest << "\"\n";

// return dest;

// }

// char \* strcat(char \*dest, char \*source) {

// int length = 0;

// while (dest[length] != '\0')

// length++;

// for(int i =0;i<=length;i++){

// dest[length+i] = source[i];

// }

// cout << "The dest is now \"" << dest << "\"\n";

// return dest;

// }

Graphical user interface

Description automatically generated with medium confidence