

***strstr :***

**Usage :** char \*strstr(const char \*haystack, const char \*needle);

The strstr() function finds the first occurrence of the substring needle in the string haystack.

***strchr:***

**Usage :** char \*strchr(const char \*s, int c);

The strchr() function returns a pointer to the first occurrence of the character c in the string s.

***strrchr:***

**Usage :** char \*strrchr(const char \*s, int c);

The strrchr() function returns a pointer to the last occurrence of the character c in the string s.

***strtok:***

**Usage :** char \*strtok(char \*str, const char \*delim);

The function parses a string into a sequence of tokens. On the first call to strtok() the string to be parsed should be specified in str. Every subsequent call that should parse the same string, str should be NULL.

The `delim` argument specifies a set of characters that delimit the tokens in the parsed string. The caller may specify different strings in `delim` in successive calls that parse the same string.

Each call to `strtok()` returns a pointer to a null-terminated string containing the next token. This string does not include the delimiting character. If no more tokens are found, `strtok()` returns `NULL`.

***strspn:***

**Usage :** `size_t strspn(const char *s, const char *accept);`

The `strspn()` function calculates the length of the initial segment of `s` which consists entirely of characters in `accept`.

***strcspn:***

**Usage :** `size_t strcspn(const char *s, const char *reject);`

The `strcspn()` function calculates the length of the initial segment of `s` which consists entirely of characters not in `reject`.

***exit:***

**Usage :** `void exit(int status);`

The `exit()` function causes normal process termination and the value of `status & 0377` is returned to the parent

***atexit:***

**Usage :** `int atexit(void (*function)(void));`

The function registers the given function to be called at normal process termination, either via `exit` or via return from the program's `main()`. Functions so registered are called in the reverse order of their registration; no arguments are passed.

The same function may be registered multiple times: it is called once for each registration.

**Example :**

```
void f1() { static int i = 1; printf("in f1 for i=%d\n", i++); }
void f2() { printf("in f2\n"); }
void f3() { printf("in f3\n"); }
void f4() { printf("in f4\n"); }
```

```
main() {
    atexit(f2);  atexit(f1);  atexit(f1);  atexit(f3);  atexit(f4);
    printf("processing ... \n");  sleep(1);  printf("processing over\n");
}
```