```
//************************************************************************************
//************************************************************************************
//                                                                                  **
//                          Łańcuchy znakowe- operacje proste                       **
//                                                                                  **
//      funkcjonalności:   -kopiowanie łańcuchów znakowych                          **
//                         -porównywanie łańcuchów znakowych                        **
//                         -dopisywanie łańcuchów znakowych                         **
//                         -zamiana znaków w łańcuchach znakowych                   **
//                                                                                  **
//************************************************************************************


#include <LPC21xx.h>

enum CompResult { DIFFERENT , EQUAL };



void CopyString(char pcSource[], char pcDestination[]){

     unsigned char ucSignCounter;

     for(ucSignCounter = 0; '\0' != pcSource[ucSignCounter]; ucSignCounter ++){
          pcDestination[ucSignCounter] = pcSource[ucSignCounter];
     }
     pcDestination[ucSignCounter] = '\0';
}



enum CompResult eCompareString(char pcStr1[], char pcStr2[]){

     unsigned char ucSignCounter;

     for(ucSignCounter = 0; ('\0' != pcStr1[ucSignCounter]) || ('\0' != pcStr2[ucSignCounter]);ucSignCounter++){

          if(pcStr1[ucSignCounter] != pcStr2[ucSignCounter]){
               return DIFFERENT;
          }
     }
     return EQUAL;
}
```

```
void AppendString (char pcSourceStr[],char pcDestinationStr[]){

     unsigned char ucSignCounter;

     for(ucSignCounter = 0; '\0' != pcDestinationStr[ucSignCounter]; ucSignCounter++){}
     CopyString(pcSourceStr, pcDestinationStr + ucSignCounter);
}
```

```
void ReplaceCharactersInString(char pcString[],char cOldChar,char cNewChar){

     unsigned char ucSignCounter;

     for(ucSignCounter = 0; '\0' != pcString[ucSignCounter]; ucSignCounter++){

          if(cOldChar == pcString[ucSignCounter]){
               pcString[ucSignCounter] = cNewChar;
          }
     }
}
```