

Assignment 10

```
#include <stdio.h>
```

```
// a. mystrcpy
```

```
char* mystrcpy(char* dest, const char* src) {
```

```
    char* ptr = dest;
```

```
    while (*src)
```

```
        *ptr++ = *src++;
```

```
    *ptr = '\0';
```

```
    return dest;
```

```
}
```

```
// b. mystrlen
```

```
int mystrlen(const char* str) {
```

```
    int len = 0;
```

```
    while (*str++)
```

```
        len++;
```

```
    return len;
```

```
}
```

```
// c. mystrcmp
```

```
int mystrcmp(const char* s1, const char* s2) {
```

```
    while (*s1 && (*s1 == *s2)) {
```

```
    s1++;

    s2++;

}

return *(unsigned char*)s1 - *(unsigned char*)s2;
}
```

// d. mystrcat

```
char* mystrcat(char* dest, const char* src) {
```

```
    char* ptr = dest + mystrlen(dest);
```

```
    while (*src)
```

```
        *ptr++ = *src++;
```

```
    *ptr = '\0';
```

```
    return dest;
```

```
}
```

// e. mystrncpy

```
char* mystrncpy(char* dest, const char* src, int n) {
```

```
    char* ptr = dest;
```

```
    while (n-- && *src)
```

```
        *ptr++ = *src++;
```

```
    while (n-- >= 0)
```

```
        *ptr++ = '\0';
```

```
    return dest;
```

```
}
```

```
// f. mystrupper
char* mystrupper(char* str) {

    char* ptr = str;
    while (*ptr) {

        if (*ptr >= 'a' && *ptr <= 'z')
            *ptr -= 32;

        ptr++;

    }
    return str;
}
```

```
// g. mystrlower
char* mystrlower(char* str) {

    char* ptr = str;
    while (*ptr) {

        if (*ptr >= 'A' && *ptr <= 'Z')
            *ptr += 32;

        ptr++;

    }
    return str;
}
```

```
// h. mystrev
char* mystrev(char* str) {
```

```

int len = mystrlen(str);

for (int i = 0; i < len / 2; i++) {

    char tmp = str[i];

    str[i] = str[len - i - 1];
    str[len - i - 1] = tmp;
}

return str;
}

// i. mystrchr
char* mystrchr(const char* haystack, const char* needle) {

    while (*haystack) {
        const char* h = haystack;
        const char* n = needle;

        while (*h && *n && *h == *n) {
            h++;
            n++;
        }

        if (!*n)

            return (char*)haystack;
        haystack++;
    }
}

```

```

    }

    return NULL;
}

// j. mystrcasecmp
int mystrcasecmp(const char* s1, const char* s2) {

    while (*s1 && *s2) {

        char c1 = (*s1 >= 'A' && *s1 <= 'Z') ? *s1 + 32 : *s1;
        char c2 = (*s2 >= 'A' && *s2 <= 'Z') ? *s2 + 32 : *s2;

        if (c1 != c2)

            return c1 - c2;

        s1++;
        s2++;
    }

    return *s1 - *s2;
}

```

```

// k. mystrchr
char* mystrchr(const char* str, int c) {

    while (*str) {

        if (*str == (char)c)

            return (char*)str;

        str++;
    }

    return NULL;
}

```

```
}
```

```
// l. mystrchr
```

```
char* mystrchr(const char* str, int c) {
```

```
    const char* last = NULL;
```

```
    while (*str) {
```

```
        if (*str == (char)c)
```

```
            last = str;
```

```
        str++;
```

```
    }
```

```
    return (char*)last;
```

```
}
```

```
// m. mystrncmp
```

```
int mystrncmp(const char* s1, const char* s2, int n) {
```

```
    while (n-- && *s1 && *s2) {
```

```
        if (*s1 != *s2)
```

```
            return *(unsigned char*)s1 - *(unsigned char*)s2;
```

```
        s1++;
```

```
        s2++;
```

```
    }
```

```
    return 0;
```

```
}
```

```
// n. mystrnstr
```

```
char* mystrnstr(const char* haystack, const char* needle, int len) {
```

```
    int needle_len = mystrlen(needle);
```

```

for (int i = 0; i <= len - needle_len; i++) {

    if (!mystrncmp(haystack + i, needle, needle_len))

        return (char*)(haystack + i);
}

return NULL;
}

// o. mystrncat
char* mystrncat(char* dest, const char* src, int n) {

    char* ptr = dest + mystrlen(dest);

    while (n-- && *src)

        *ptr++ = *src++;

    *ptr = '\0';

    return dest;
}

// p. mystrncasecmp
int mystrncasecmp(const char* s1, const char* s2, int n) {

    while (n-- && *s1 && *s2) {

        char c1 = (*s1 >= 'A' && *s1 <= 'Z') ? *s1 + 32 : *s1;
        char c2 = (*s2 >= 'A' && *s2 <= 'Z') ? *s2 + 32 : *s2;

        if (c1 != c2)

            return c1 - c2;

        s1++;
        s2++;
    }
}

```

```

    return 0;
}

// Sample main function
int main() {

    char str1[100] = "Manish";
    char str2[100] = "Mahale";

    printf("mystrcpy: %s\n", mystrcpy(str1, str2));

    // mystrcpy
    printf("\n-----\n\n");

    printf("mystrlen: %d\n", mystrlen("Manish Mahale"));

    // mystrlen
    printf("\n-----\n\n");

    printf("mystrcmp: %d\n", mystrcmp("Manish", "Mahale"));

    // mystrcmp
    printf("\n-----\n\n");

    printf("mystrcat: %s\n", mystrcat(str1, "123"));

    // mystrcat
    printf("\n-----\n\n");

    printf("mystrncpy: %s\n", mystrncpy(str1, "abcdef", 3));

    // mystrncpy
    printf("\n-----\n\n");

    printf("mystrupper: %s\n", mystrupper(str1));

    // mystrupper
    printf("\n-----\n\n");

    printf("mystrlower: %s\n", mystrlower(str1));

```



```
// mystrlower

printf("\n-----\n\n");

printf("mystrrev: %s\n", mystrrev(str1));

// mystrrev

printf("\n-----\n\n");

printf("mystrstr: %s\n", mystrstr("Manish Mahale", "Mahale"));

// mystrstr

printf("\n-----\n\n");

printf("mystrcasecmp: %d\n", mystrcasecmp("MANISH", "manish"));

// mystrcasecmp

printf("\n-----\n\n");

printf("mystrchr: %s\n", mystrchr("Manish Mahale", 'a'));

// mystrchr

printf("\n-----\n\n");

printf("mystrrchr: %s\n", mystrrchr("Manish Mahale", 'a'));

// mystrrchr

printf("\n-----\n\n");

printf("mystrncmp: %d\n", mystrncmp("Manish", "Mahale", 3));

// mystrncmp

printf("\n-----\n\n");

printf("mystrnstr: %s\n", mystrnstr("Manish Mahale", "ale", 12));

// mystrnstr

printf("\n-----\n\n");
```

```
printf("mystrncat: %s\n", mystrncat(str1, "XYZ", 2));

// mystrncat

printf("\n-----\n\n");


printf("mystrncasecmp: %d\n", mystrncasecmp("Manish","manIsh", 6));

// mystrncasecmp

printf("\n-----\n\n");


return 0;

}
```