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### **Algorithm: Palindrome Finder**

**Step 1:** Start the program.

**Step 2:** Declare a character array `str[100]` to store the input string and an integer variable `i` for iteration.

**Step 3:** Display a message:

\*\*\* Palindrome Finder \*\*\*

**Step 4:** Prompt the user to enter a string.

Enter Your String:

**Step 5:** Read the string from the user using `gets(str)`.

**Step 6:** Find the length of the string using `strlen(str)`.

**Step 7:** Use a for loop to iterate from `i = 0` to `i < strlen(str) - 1`.

**Step 8:**

In each iteration, compare:

`str[i]` and `str[strlen(str) - 1 - i]`

- If both characters are **not equal**, then:
  - Print: "The String is NOT a Palindrome"
  - Exit the program.

**Step 9:** If the loop completes without mismatches, print:

The String is a Palindrome

**Step 10:** End the program.

### **Algorithm: String Length Finder**

**Step 1:** Start the program.

**Step 2:** Declare a **character array** `str[100]` to store the input string and an **integer variable** `length` to count the number of characters.

Initialize `length = 0`.

**Step 3:** Display a message:

\*\*\* String Length Finder \*\*\*

**Step 4:** Prompt the user to enter a string.

Enter Your String:

**Step 5:** Read the string from the user using `gets(str)`.

**Step 6:** Using a **while loop**, traverse the string until the null character `'\0'` is reached.

For each character that is **not** `'\0'`, increment `length` by 1.

`while(str[length] != '\0')`

`length++;`

**Step 7:** After the loop ends, print the value of `length`.

String Length: `<length>` Characters

**Step 8:** End the program.