```c
#include<string.h>
#include<stdio.h>
int brute_force_patterMatch(char text[],char pattern[])
{
    int i,j;
    int n=strlen(text);
    int m=strlen(pattern);
    for(i=0;i<=(n-m);i++)
    {
        j=0;
        while(j<m && text[i+j]==pattern[j])
        {
            j++;
        }
        if(j==m)
        {
            return i;
        }
    }
    return -1;
}
void main()
{
    int res;
    char text_str[50],pattern_str[50];
    printf("\nEnter the text string: ");
    scanf("%s",text_str);
    printf("\nEnter the pattern string :");
    scanf("%s",pattern_str);
    res=brute_force_patterMatch(text_str,pattern_str);
    if(res==-1)
    {
        printf("\nThe pattern string was not found in the given text string");
        return;
    }
    printf("\nThe pattern string was found at position: %d",res+1);
    return;
}
```

```c
27          scanf("%s",text_str);
28          printf("\nEnter the pattern string :");
29          scanf("%s",pattern_str);
30          res=brute_force_patterMatch(text_str,pattern_str);
31          if(res==-1)
32          {
33              printf("\nThe pattern string was not found in the given text string");
34              return;
35          }
36          printf("\nThe pattern string was found at position: %d",res+1);
37          return;
38      }
```

1: powershell

```
PS C:\Users\muska\OneDrive\Desktop\C programs> gcc pattern_bruteforce.c
PS C:\Users\muska\OneDrive\Desktop\C programs> .\a.exe

Enter the text string: FUNUNCLE

Enter the pattern string :UNCLE

The pattern string was found at position: 4
PS C:\Users\muska\OneDrive\Desktop\C programs> gcc pattern_bruteforce.c
PS C:\Users\muska\OneDrive\Desktop\C programs> .\a.exe

Enter the text string: GRAPES

Enter the pattern string :APES

The pattern string was found at position: 3
PS C:\Users\muska\OneDrive\Desktop\C programs>
```