Robert Tognoni
Lab 10 Post Lab

Part 1)

1) See strcpy1() in .c file.

```c
char* strcpy1(char* strDest, char* strSrc) {
        //char cu = '_';
        char* curDest = strDest;
        char* curSrc = strSrc;
        // Loop character until null terminator
        while (*curSrc != '\0') {
        // For char in source add it to destitnation.
                *curDest = *curSrc;
                curSrc++;
                curDest++;
        }
        // Finally: add null term to copy string.
        *++curDest = '\0';
}
```

2) We use char* since it indicates what we expect to return even though the function technically returns nothing. From what I understand this is considered bad practice, but C still allows it as Void did not always exist in the standard. You see a remnant of this in the common use of “int main” without returning 0 explicitly.

Part 2)

1) See attached .c file.
2)

```
rtognoni1@gsuad.gsu.edu@snowball:~/Lab10
[rtognoni1@gsuad.gsu.edu@snowball Lab10]$ gcc findString.c
[rtognoni1@gsuad.gsu.edu@snowball Lab10]$ ./a.out
Enter a string. Type a 4 letter word to break.:dog
Enter a string. Type a 4 letter word to break.:zebra
Enter a string. Type a 4 letter word to break.:rabbit
Enter a string. Type a 4 letter word to break.:catfish
Enter a string. Type a 4 letter word to break.:walrus
Enter a string. Type a 4 letter word to break.:cat
Enter a string. Type a 4 letter word to break.:fish
Smallest word: cat
Largest word: zebra
[rtognoni1@gsuad.gsu.edu@snowball Lab10]$
```