

Functions

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

```
#include <string.h>
```

```
int main ( ).
```

```
{
```

```
char str1[10]; str2[10];
```

```
int result;
```

```
strcpy (str1, "Programme");
```

```
strcpy (str2, "Programme");
```

```
result = strcmp (str1, str2);
```

```
if (result == 0)
```

```
{
```

```
printf ("Both strings are equal");
```

```
}
```

```
else
```

```
{
```

```
printf ("Both strings are unequal");
```

```
}
```

```
return 0;
```

```
}
```

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

int main()
{
    char str[10] = "hello";

    printf("The given string is '%s\n'", str);

    printf("After reversing = '%s'", strrev(str));

    return 0;
}
```

strlen

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

int main()
{
    char a[20] = "Program";

    printf("length of string a = '%zu\n'", strlen(a));

    return 0;
}
```

```
strcpy( strLwrC )
```

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

```
#include <string.h>
```

```
int main( )
```

```
{  
    char str1[10] = "hello";
```

```
    char str2[10] = "STRING";
```

```
    printf( "%s\n", strcpy( str1 ) );
```

```
    printf( "%s\n", strLwr( str2 ) );
```

```
    return 0;
```

```
}
```

```
Pow-sqrt
```

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

```
#include <math.h>
```

```
int main( )
```

```
{  
    int num1 = 36, square root, num2 = 4, power;
```

```
    square root = sqrt(num1);
```

```
    power = pow( num2 );
```

```
    printf( "square root of %d is %d\n", num1,  
           square root );
```

```
    printf( "Power of %d is %d\n", num2, power );
```

```
    return 0;
```

```
}
```

ceil(), floor().

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

```
#include <math.h>
```

```
int main()
```

```
{
```

```
double num1 = 8.33;
```

```
double num2 = -8.33;
```

```
int result1, result2;
```

```
result1 = floor ceil(num1);
```

```
result2 = floor(num2);
```

```
printf("ceil integer of %.2f = %d", num1, result1);
```

```
printf("floor integer of %.2f = %d", num2, result2);
```

```
return 0;
```

```
}
```

rand().

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

```
#include <stdlib.h>
```

```
int main(void)
```

```
{ for (int i = 0; i < 5; i++)
```

```
printf("%d", rand());
```

```
return 0;
```

```
}
```