**Task: Predefined functions**

1] Using strcmp()

ANS: #include<stdio.h>

#include<string.h>

void main()

{

char str1[50],str2[50];

printf("Enter String 1: ");

scanf("%s",&str1);

printf("Enter String 2: ");

scanf("%s",&str2);

int c;

c=strcmp(str1,str2);

if(c==0)

{

printf("both strings are equal");

}

else if(c>1)

{

printf("String 1 is greater than string 2 to if compared with ASCII values from left to right");

}

else

{

printf("String 2 is greater than string 1 to if compared with ASCII values from left to right");

}

printf("\nDiffer by %d ASCII values.",c);

}

2] Using strcpy()

ANS: #include<stdio.h>

#include<string.h>

void main()

{

char str1[]="Replace this";

char str2[]="Done";

printf("String value before replacement: %s\n",str1);

strcpy(str1,str2);

printf("String value after replacement: %s",str1);

}

3] Using strrev()

ANS: Works only in the older version of C.

#include<stdio.h>

#include<string.h>

void main()

{

char str1[20]="Replace this";

char str2[20]="12345";

printf("Reversed str1: %s",strrev(str1));

printf("Reversed str2: %s",strrev(str2));

return 0;

}

4] Using strlen()

ANS:

#include<stdio.h>

#include<string.h>

#include<stdlib.h>

void main()

{

char str1[]="Replace this";

char str2[]="12345";

printf("length of str1: %d\n",strlen(str1));

printf("length of str2: %d",strlen(str2));

}

5] Using strupr()

ANS:

#include<stdio.h>

#include<string.h>

#include<ctype.h>

void main()

{

char str[]="Capitalize this";

printf("After capitalizing: %s\n",strupr (str));

}

6] Using strlwr()

ANS:

#include<stdio.h>

#include<string.h>

#include<ctype.h>

void main()

{

char str[]="lower this";

printf("After lowering: %s\n",strlwr (str));

}

7] Using pow()

ANS:

#include<stdio.h>

#include<string.h>

#include<math.h>

void main()

{

double a,b;

printf("Get a^b\n");

printf("Enter a: ");

scanf("%lf",&a);

printf("Enter b: ");

scanf("%lf",&b);

double p;

p=pow(a,b);

printf("Ans: %lf",p);

}

8] Using sqrt()

ANS:

#include<stdio.h>

#include<string.h>

#include<math.h>

void main()

{

float a,b;

printf("Enter a: ");

scanf("%f",&a);

b=sqrt(a);

printf("Square root of a is %f",b);

}

9] Using ceil()

ANS:

#include<stdio.h>

#include<string.h>

#include<math.h>

void main()

{

float a,b;

printf("Enter a: ");

scanf("%f",&a);

b=ceil(a);

printf("Value just greater than or equal to a is %f",b);

}

10] Using floor()

ANS:

#include<stdio.h>

#include<string.h>

#include<math.h>

void main()

{

float a,b;

printf("Enter a: ");

scanf("%f",&a);

b=floor(a);

printf("Value just less than or equal to a is %f",b);

}

11] Using rand()

ANS:

#include<stdio.h>

#include<stdlib.h>

#include<time.h>

void main()

{

int random;

srand(time(0));

random=rand()%2+1;

if(random==1)

{

printf("Heads");

}

else

{

printf("Tails");

}

}