```c
#include<stdio.h>
#include<string.h>
#include<math.h>
#include<stdlib.h>
int main()
{
        char a[10],b[10],c[10];
        int r,s;
        float p;
        printf("enter first word: \n");
        scanf("%s",&a);
        printf("enter second word: \n");
        scanf("%s",&b);
        if(strcmp(a,b)>0)
        {
                printf("\nASCII value of first unmatched letter of first word is greater than second word\n");
        }
        else if(strcmp(a,b)<0)
        {
                printf("\nASCII value of first unmatched letter of second word is greater than first word\n");
        }
        else
        {
                printf("\nASCII values of both words are same\n");
        }
        strcpy(c,a);
        printf(" copied word is %s  ",c);
        printf("\n%s is the reverse of first word\n",strrev(a));
```

```c
int q=strlen(c);
printf("\nlength of %s is %d ",strrev(a),q);
printf("\nupper format is : %s",strupr(a));
printf("\nlower format : %s",strlwr(a));
printf("\n enter a number:");
scanf("%d",&r);
printf("\nenter power to be raised :");
scanf("%d",&s);
int po=pow(r,s);
printf("\n power of %d and %d is %d :",r,s,po);
printf("\n squareroot of %d is %f",r,sqrt(r));
printf("\n enter decimal number\n");
scanf("%f",&p);
int ce=ceil(p);
int fl=floor(p);
printf("\n smallest integer greater than %f is %d ",p,ce);
printf("\n largest integer smaller than %f is %d ",p,fl);
printf("\n any random number : %d",rand());
return 0;
}
```