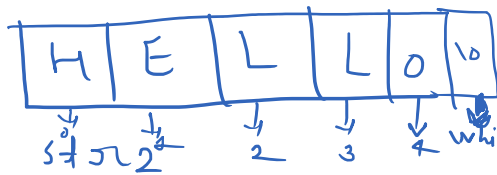


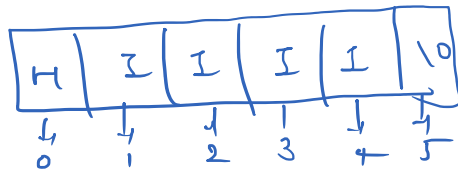
```
char str1[10], str2[10];
int len1, len2, i = 0;
```

str1



len1 = strlen(str1);

len2 = strlen(str2);



if (len1 == len2)

{

while (i &lt; len1)

{

if (str1[i] == str2[i])

{

i = i + 1;

}

else

{

printf("Not Equal");

break;

if (i == len1)

{

printf("Equal");

else

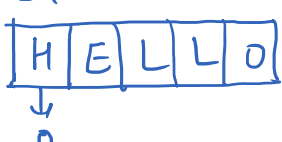
{

printf("Not Equal");

}

if (len1 == len2) 5 == 5 ✓

str1

1<sup>st</sup> :-

while (i &lt; len1) 0 &lt; 5

{ if (str1[i] == str2[i])

i = i + 1;

str1[0] == str2[0]

H	E	L	L	O
---	---	---	---	---

↓  
0

str2

H	I	I	I	I
---	---	---	---	---

↓ ↓  
0 1

len1 = 5

len2 = 5

if (str1[i] == str2[i]) str1[0] == str2[0]  
i = i + 1; 0 + 1 = 1 H == H

else

X

if (i == len1)

printf("Equal");

2nd :

if (str1[i] == str2[i]) str1[1] == str2[1]

X

E == I  
X

else

printf("Not equal");

✓

str1

HELLO

str2

CBA

len1 = 5

len2 = 3

if (len1 == len2) 5 == 3

X

X

else

printf("Not Equal");

✓

## Task - 1

str1.c

{

#include <stdio.h>

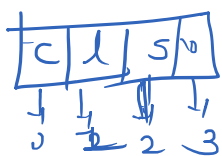
str1:-cls  
str2:-as  
Final:-class

```
#include <stdio.h>
#include <string.h>
main ( )
{
    char main main[10], new[10],
        Final[10];
    int pos, len1, len2, i=0,
        length, temp2, temp=0,
        temp1;
```

```
printf("Enter main string");
cls ← scanf("%s", main);
printf("Enter new string");
as ← scanf("%s", new);
printf("Enter position from where
you want to insert new string");
2 ← scanf("%d" & pos);
3 ← len1 = strlen(main);
2 ← len2 = strlen(new);
```

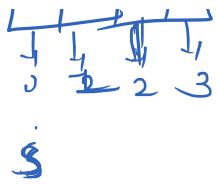
```
while (i ≤ len1)
{
    Final[i] = main[i];
    i = i + 1;
}
```

Copy  
First string  
in Final string



length = len1 + len2; 3+2

temp1 = len2 + pos; 2+2 = 4

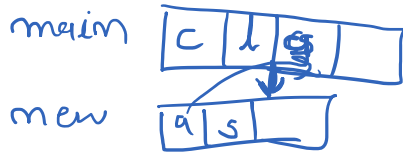


temp1 = len2 + pos; 2 + 2 = 4  
 for (i = pos; i < length; i++) i = 2, i < 5

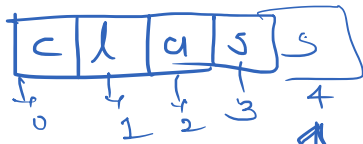
main[i]  
 main[2]

{ temp2 = Final[i]; temp2 = s;

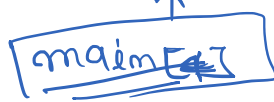
if (temp < len2) → Inserting 2<sup>nd</sup>



{ main[i] = new[temp]; string into  
 temp = temp + 1; 1<sup>st</sup> string  
 }



main[temp1] = temp2;  
 temp1 = temp1 + 1;



} printf("%s", main);  
 }