

<string.h>

c-style strings

c-string libraries

- man 3 string
- two header files `<string.h>` `<strings.h>`
- standard libraries

strlen and strlen

```
int strlen(constchar* c){
    int count = 0;
    while(*c != 0){
        count += 1;
        c++;
    }
    return count;
}
```

```
int strlen(constchar* c, int n){
    int count = 0;
    while(*c != 0 && count < n){
        count += 1;
        c++;
    }
    return count;
}
```

<string.h>

- `int strcmp(const char *s1, const char *s2);`
- `char *strcpy(char *dest, const char *src);`
- `char *strfry(char *string);`
- `size_t strlen(const char *s);`
- `char *strdup(const char *s);`
- `char *strstr(const char *haystack, const char *needle);`
- `char *strtok(char *s, const char *delim);`

<string.h>

- also includes memory copying functions
- `void *memcpy(void *dest, const void *src, size_t n);`
- copies n bytes from src into dest
 - often faster than writing a loop