Click to verify

❮ string Functions Copy data from one string to another: char str1[] = "Hello World!"; char str2[30]; strcpy(str2, str1); printf("%s", str1); printf("%s", str2); Try it Yourself » Definition and Usage The strcpy() function copies data from one string into the memory of another string. The strcpy() function is defined in the header file. Note: Make sure that the destination string has enough space for the data or it may start writing into memory that belongs to other variables. Syntax strcpy(char * destination, char * source); Parameter Values Parameter Description destination Required. A pointer to the string to be copied to. source Required. A pointer to the string being copied. Technical Details Returns: A char type pointer to the destination string. ❮ string Functions Related Pages C Strings Tutorial C String Functions Tutorial Copying a string is a common operation in C/C++ used to create a duplicate copy of the original string. In this article, we will see how to copy strings in C/C++. Methods to Copy a String in C/C++1. Using strcpy() We can use the inbuilt function strcpy() from header file to copy one string to the other. strcpy() accepts a pointer to the destination array and source array as a parameter and after copying it returns a pointer to the destination string. Syntax char* strcpy(char* dest, const char* src); Example: Program to copy the string using strcpy() function C // C program to copy the string using // strcpy function #include #include #include // Function to copy the string char* copyString(char s[]) { char* s2; s2 = (char*)malloc(20); strcpy(s2, s); return (char*)s2; } // Driver Code int main() { char s1[20] = "GeeksforGeeks"; char* s2; // Function Call s2 = copyString(s1); printf("%s", s2); return 0; } C++ // CPP program to copy the string using // strcpy function #include using namespace std; // Function to copy the string char* copyString(char s[]) { char* s2; s2 = (char*)malloc(20); strcpy(s2, s); return (char*)s2; } // Driver Code int main() { char s1[20] = "GeeksforGeeks"; char* s2; // Function Call s2 = copyString(s1); cout