

**NAME**

bcmp, bcopy, bzero, memccpy, memchr, memcmp, memcpy, memfrob, memmem, memmove, memset - byte string operations

**SYNOPSIS**

```
#include <string.h>
```

```
int bcmp(const void *s1, const void *s2, size_t n);
```

```
void bcopy(const void *src, void *dest, size_t n);
```

```
void bzero(void *s, size_t n);
```

```
void *memccpy(void *dest, const void *src, int c, size_t n);
```

```
void *memchr(const void *s, int c, size_t n);
```

```
int memcmp(const void *s1, const void *s2, size_t n);
```

```
void *memcpy(void *dest, const void *src, size_t n);
```

```
void *memfrob(void *s, size_t n);
```

```
void *memmem(const void *needle, size_t needlelen,  
             const void *haystack, size_t haystacklen);
```

```
void *memmove(void *dest, const void *src, size_t n);
```

```
void *memset(void *s, int c, size_t n);
```

**DESCRIPTION**

The byte string functions perform operations on strings (byte arrays) that are not necessarily null-terminated. See the individual man pages for descriptions of each function.

**NOTES**

The functions **bcmp()**, **bcopy()** and **bzero()** are obsolete. Use **memcmp()**, **memcpy()** and **memset()** instead.

**SEE ALSO**

[bcmp\(3\)](#), [bcopy\(3\)](#), [bzero\(3\)](#), [memccpy\(3\)](#), [memchr\(3\)](#), [memcmp\(3\)](#), [memcpy\(3\)](#), [memfrob\(3\)](#), [memmem\(3\)](#), [memmove\(3\)](#), [memset\(3\)](#)

**COLOPHON**

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