NAME

stpcpy – copy a string returning a pointer to its end

SYNOPSIS

#include <string.h>

char *stpcpy(char **dest*, const char **src*);

Feature Test Macro Requirements for glibc (see feature_test_macros(7)):

stpcpy():
Since glibc 2.10:
_POSIX_C_SOURCE >= 200809L
Before glibc 2.10:
_GNU_SOURCE

DESCRIPTION

The **stpcpy**() function copies the string pointed to by *src* (including the terminating null byte ('\0')) to the array pointed to by *dest*. The strings may not overlap, and the destination string *dest* must be large enough to receive the copy.

RETURN VALUE

stpcpy() returns a pointer to the **end** of the string *dest* (that is, the address of the terminating null byte) rather than the beginning.

ATTRIBUTES

For an explanation of the terms used in this section, see attributes(7).

Interface	Attribute	Value
stpcpy()	Thread safety	MT-Safe

CONFORMING TO

This function was added to POSIX.1-2008. Before that, it was not part of the C or POSIX.1 standards, nor customary on UNIX systems. It first appeared at least as early as 1986, in the Lattice C AmigaDOS compiler, then in the GNU fileutils and GNU textutils in 1989, and in the GNU C library by 1992. It is also present on the BSDs.

BUGS

This function may overrun the buffer *dest*.

EXAMPLE

For example, this program uses **stpcpy**() to concatenate **foo** and **bar** to produce **foobar**, which it then prints.

```
#define _GNU_SOURCE
#include <string.h>
#include <stdio.h>

int
main(void)
{
char buffer[20];
char *to = buffer;

to = stpcpy(to, "foo");
to = stpcpy(to, "bar");
printf("%s\n", buffer);
}
```

SEE ALSO

bcopy(3), memccpy(3), memcpy(3), memmove(3), stpncpy(3), strcpy(3), string(3), wcpcpy(3)

COLOPHON

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