

Execute Loop and If Statement Tests

```
while ('\0' != *s1) {
    if (*s1 != *s2) { return 0; }
    s1++; s2++;
}
return ('\0' == *s2);
```

What is *s1? 'd' (not NUL)

What is *s2?

also 'd' (don't return 0)

```

      s1
      ↓
char* w = "word1";
char* x = "word2";
      ↑
      s2

```

Advance s1 and s2 to Point to Next Characters

```
while ('\0' != *s1) {
    if (*s1 != *s2) { return 0; }
    s1++; s2++;
}
return ('\0' == *s2);
```

Advance s1.

And advance s2.

```

      s1
      ↓
char* w = "word1";
char* x = "word2";
      ↑
      s2

```

Execute Loop and If Statement Tests

```
while ('\0' != *s1) {
    if (*s1 != *s2) { return 0; }
    s1++; s2++;
}
return ('\0' == *s2);
```

What is *s1? '1' (not NUL)

What is *s2?

'2' ... so return 0!

```

      s1
      ↓
char* w = "word1";
char* x = "word2";
      ↑
      s2

```

Now We Know the First Line of Output

What is printed by the code below?

```
char* w = "word1";
char* x = "word2";
printf ("%d\n",
        string_equal (w, x));
printf ("%s %s\n", w, x);
first line of output: 0
```

So?