

**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   |
|-----------------------|---------------|---------|
| <code>stpcpy()</code> | 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\(3\)](#), [memcpy\(3\)](#), [memmove\(3\)](#), [stpcpy\(3\)](#), [strcpy\(3\)](#), [string\(3\)](#), [wcpcpy\(3\)](#)

**COLOPHON**

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