

```
#include <unistd.h>
```

```
void hidenp(char *s1, char *s2)
```

```
{  
    while (*s2)  
    {  
        if (*s1 && *s1 == *s2)  
            s1++;  
        s2++;  
    }  
    if (!*s1)  
        write(1, "1", 1);  
    else  
        write(1, "0", 1);  
}
```

```
int main(int argc, char **argv)
```

```
{  
    if (argc == 3)  
        hidenp(argv[1], argv[2]);  
    write(1, "\n", 1);  
    return (0);  
}
```