

## C library function - isgraph()

### Description

The C library function **int isgraph(int c)** checks if the character has graphical representation.

The characters with graphical representations are all those characters that can be printed except for whitespace characters (like ' '), which is not considered as **isgraph** characters.

### Declaration

Following is the declaration for isgraph() function.

```
int isgraph(int c);
```

### Parameters

- **c** – This is the character to be checked.

### Return Value

This function returns non-zero value if c has a graphical representation as character, else it returns 0.

### Example

The following example shows the usage of isgraph() function.

```
#include <stdio.h>
#include <ctype.h>

int main () {
    int var1 = '3';
    int var2 = 'm';
    int var3 = ' ';

    if( isgraph(var1) ) {
        printf("var1 = |%c| can be printed\n", var1 );
    } else {
        printf("var1 = |%c| can't be printed\n", var1 );
    }

    if( isgraph(var2) ) {
        printf("var2 = |%c| can be printed\n", var2 );
    }
```

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```
    } else {  
        printf("var2 = |%c| can't be printed\n", var2 );  
    }  
  
    if( isgraph(var3) ) {  
        printf("var3 = |%c| can be printed\n", var3 );  
    } else {  
        printf("var3 = |%c| can't be printed\n", var3 );  
    }  
  
    return(0);  
}
```

Let us compile and run the above program to produce the following result –

```
var1 = |3| can be printed  
var2 = |m| can be printed  
var3 = | | can't be printed
```