

**NAME**

iswalpha – test for alphabetic wide character

**SYNOPSIS**

```
#include <wctype.h>

int iswalpha(wint_t wc);
```

**DESCRIPTION**

The **iswalpha()** function is the wide-character equivalent of the **isalpha(3)** function. It tests whether *wc* is a wide character belonging to the wide-character class "alpha".

The wide-character class "alpha" is a subclass of the wide-character class "alnum", and therefore also a subclass of the wide-character class "graph" and of the wide-character class "print".

Being a subclass of the wide-character class "print", the wide-character class "alpha" is disjoint from the wide-character class "cntrl".

Being a subclass of the wide-character class "graph", the wide-character class "alpha" is disjoint from the wide-character class "space" and its subclass "blank".

Being a subclass of the wide-character class "alnum", the wide-character class "alpha" is disjoint from the wide-character class "punct".

The wide-character class "alpha" is disjoint from the wide-character class "digit".

The wide-character class "alpha" contains the wide-character classes "upper" and "lower".

The wide-character class "alpha" always contains at least the letters 'A' to 'Z' and 'a' to 'z'.

**RETURN VALUE**

The **iswalpha()** function returns nonzero if *wc* is a wide character belonging to the wide-character class "alpha". Otherwise, it returns zero.

**ATTRIBUTES**

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

Interface	Attribute	Value
<b>iswalpha()</b>	Thread safety	MT-Safe locale

**CONFORMING TO**

POSIX.1-2001, POSIX.1-2008, C99.

**NOTES**

The behavior of **iswalpha()** depends on the **LC\_CTYPE** category of the current locale.

**SEE ALSO**

**isalpha(3)**, **iswctype(3)**

**COLOPHON**

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