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```
Join the Army now > ARMY BE THE BEST
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function

system < cstdlib>

int system (const char* command);

Execute system command

Invokes the command processor to execute a command.

If command is a null pointer, the function only checks whether a command processor is available through this function, without invoking any command.

The effects of invoking a command depend on the system and library implementation, and may cause a program to behave in a non-standard manner or to terminate.

Parameters

command

C-string containing the system command to be executed.

Or, alternatively, a null pointer, to check for a command processor.

Return Value

If command is a null pointer, the function returns a non-zero value in case a command processor is available and a zero value if it is not.

If *command* is not a null pointer, the value returned depends on the system and library implementations, but it is generally expected to be the status code returned by the called command, if supported.

Example

```
1 /* system example : DIR */
 2 #include <stdio.h>
                             /* printf */
 3 #include <stdlib.h>
                             /* system, NULL, EXIT_FAILURE */
 5 int main ()
6 {
     int i;
    printf ("Checking if processor is available...");
    if (system(NULL)) puts ("Ok");
  else exit (EXIT_FAILURE);
10
11
     printf ("Executing command DIR...\n");
12
     i=system ("dir");
13
    printf ("The value returned was: %d.\n",i);
14
     return 0;
15 }
```

Data races

The function accesses the array pointed by command.

Concurrently calling this function with a *null pointer* as argument is safe. Otherwise, it depends on the system and library implementation.

Exceptions (C++)

No-throw guarantee: this function does not throw exceptions.

If command is not a null pointer, it causes undefined behavior.

See also

exit	Terminate calling process (function)
getenv	Get environment string (function)

wcstombs wctomb



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