Reference   <cstring>   size_t   register   log in
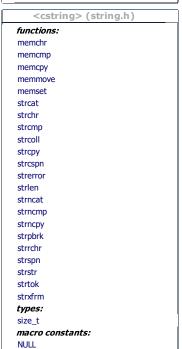
C++

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Reference

C library:
<cassert> (assert.h)
<cctype> (ctype.h)
<cerrno> (errno.h)
<cfenv> (fenv.h)
<cfloat> (float.h)
<cinttypes> (inttypes.h)
<ciso646> (iso646.h)
<climits> (limits.h)
<clocale> (locale.h)
<cmath> (math.h)
<csetjmp> (setjmp.h)
<csignal> (signal.h)
<cstdarg> (stdarg.h)
<cstdbool> (stdbool.h)
<cstddef> (stddef.h)
<cstdint> (stdint.h)
<cstdio> (stdio.h)
<cstdlib> (stdlib.h)
<cstring> (string.h)
<ctgmath> (tgmath.h)
<ctime> (time.h)
<cuchar> (uchar.h)
<cwchar> (wchar.h)
<cwctype> (wctype.h)
Containers:
Input/Output:
Multi-threading:
Other:

type

size_t

<cstddef> <cstdio> <cstdlib> <cstring> <ctime> <cwchar>

Unsigned integral type
Alias of one of the fundamental unsigned integer types.

It is a type able to represent the size of any object in bytes: $size\_t$ is the type returned by the $sizeof$ operator and is widely used in the standard library to represent sizes and counts.

In <cstring>, it is used as the type of the parameter *num* in the functions memchr, memcmp, memcpy, memmove, memset, strncat, strncmp, strncpy and strxfrm, which in all cases it is used to specify the maximum number of bytes or characters the function has to affect.

It is also used as the return type for strcspn, strlen, strspn and strxfrm to return sizes and lengths.

<cstring> (string.h)

functions:
memchr
memcmp
memcpy
memmove
memset
strcat
strchr
strcmp
strcoll
strcpy
strcspn
strerror
strlen
strncat
strncmp
strncpy
strpbrk
strrchr
strspn
strstr
strtok
strxfrm
types:
size_t
macro constants:
NULL