

getenv()

The `getenv()` function retrieves the value of an environment variable from the process's environment list. It's commonly used to read system settings (e.g. PATH, HOME, USER).

It's defined in the "stdlib.h" system header.

```
#include <stdlib.h>

// "name" is the environment variable
char *getenv(const char *name);
```

Returns a pointer to the variable's value, or NULL if not found.

- It's case sensitive
- Read-only
- There's no memory allocation, returns a pointer to the existing environment string

Example Usage

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

int main(void)
{
    char *path = getenv("PATH");
    char *home = getenv("HOME");
    char *user = getenv("USER");

    printf("PATH: %s\n", path ? path : "(not set)");
    printf("HOME: %s\n", home ? home : "(not set)");
    printf("USER: %s\n", user ? user : "(not set)");
    return (0);
}
```