

isatty()

The `isatty()` function checks if a file descriptor refers to a terminal device. It's commonly used to determine if a program is running interactively. It's defined in the "unistd.h" system header.

```
#include <unistd.h>

// "fd" is the file descriptor to be checked
int isatty(int fd);
```

Returns 1 if "fd" is a terminal, or 0 if "fd" is not a terminal (or is invalid).

In case of error, returns -1 and sets "errno".

Example Usage

Conditional output:

```
if (isatty(STDOUT_FILENO)) // with color
    printf("\033[32mHello, terminal!\033[0m\n");
else
    printf("Hello, file!\n"); // without color
```

Interactive prompts:

```
// skip user input if stdin isn't a terminal
if (!isatty(STDIN_FILENO)) {
    fprintf(stderr, "Error: Input must be interactive.\n");
    exit(1);
}
```

Detect terminals:

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

int main(void)
{
    printf("stdin is %sa terminal\n", isatty(STDIN_FILENO) ? "" : "not ");
    printf("stdout is %sa terminal\n", isatty(STDOUT_FILENO) ? "" : "not ");
    return (0);
}
```