

islower

Defined in header <code><ctype.h></code>		
<code>int islower(int ch);</code>		

Checks if the given character is classified as a lowercase character according to the current C locale. In the default "C" locale, `islower` returns true only for the lowercase letters (`abcdefghijklmnopqrstuvwxyz`).

If `islower` returns `true` , it is guaranteed that `isctrl` , `isdigit` , `ispunct` , and `isspace` return `false` for the same character in the same C locale.

The behavior is undefined if the value of `ch` is not representable as `unsigned char` and is not equal to `EOF` .

Parameters

<code>ch</code>	-	character to classify
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Return value

Non-zero value if the character is a lowercase letter, zero otherwise.

Example

```
#include <stdio.h>
#include <ctype.h>
#include <locale.h>

int main(void)
{
    unsigned char c = '\xe5'; // letter å in ISO-8859-1
    printf("In the default C locale, \\xe5 is %slowercase\\n",
           islower(c) ? "" : "not " );
    setlocale(LC_ALL, "en_GB.iso88591");
    printf("In ISO-8859-1 locale, \\xe5 is %slowercase\\n",
           islower(c) ? "" : "not " );
}
```

```
}

```

Output:

```
In the default C locale, \xe5 is not lowercase
In ISO-8859-1 locale, \xe5 is lowercase

```

References

- C11 standard (ISO/IEC 9899:2011):
 - 7.4.1.7 The islower function (p: 202)
- C99 standard (ISO/IEC 9899:1999):
 - 7.4.1.7 The islower function (p: 183)
- C89/C90 standard (ISO/IEC 9899:1990):
 - 4.3.1.6 The islower function

See also

<u>iswlower</u> (C95)	checks if a wide character is an lowercase character (function)
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ASCII values			characters	<u>iscntrl</u>	<u>isprint</u>	<u>isspace</u>	<u>isblank</u>	<u>isgraph</u>	<u>ispunct</u>	<u>isalnum</u>	<u>isalpha</u>
decimal	hexadecimal	octal		<u>iswcntrl</u> .	<u>iswprint</u> .	<u>iswspace</u> .	<u>iswblank</u> .	<u>iswgraph</u> .	<u>iswpunct</u> .	<u>iswalnum</u> .	<u>iswalpha</u> .
0–8	\x0 – \x8	\0 – \10	control codes (NUL , etc.)	≠0	0	0	0	0	0	0	0
9	\x9	\11	tab (\t)	≠0	0	≠0	≠0	0	0	0	0
10–13	\xA – \xD	\12 – \15	whitespaces (\n , \v , \f , \r)	≠0	0	≠0	0	0	0	0	0
14–31	\xE – \x1F	\16 – \37	control codes	≠0	0	0	0	0	0	0	0

32	\x20	\40	space	0	≠0	≠0	≠0	0	0	0	0
33–47	\x21 – \x2F	\41 – \57	!"#\$%&'()*+,-./	0	≠0	0	0	≠0	≠0	0	0
48–57	\x30 – \x39	\60 – \71	0123456789	0	≠0	0	0	≠0	0	≠0	0
58–64	\x3A – \x40	\72 – \100	:;<=>?@	0	≠0	0	0	≠0	≠0	0	0
65–70	\x41 – \x46	\101 – \106	ABCDEF	0	≠0	0	0	≠0	0	≠0	≠0
71–90	\x47 – \x5A	\107 – \132	GHIJKLMNOP QRSTUVWXYZ	0	≠0	0	0	≠0	0	≠0	≠0
91–96	\x5B – \x60	\133 – \140	[\] ^ _ `	0	≠0	0	0	≠0	≠0	0	0
97–102	\x61 – \x66	\141 – \146	abcdef	0	≠0	0	0	≠0	0	≠0	≠0
103–122	\x67 – \x7A	\147 – \172	ghijklmnop qrstuvwxyz	0	≠0	0	0	≠0	0	≠0	≠0
123–126	\x7B – \x7E	\172 – \176	{ } ~	0	≠0	0	0	≠0	≠0	0	0
127	\x7F	\177	backspace character (DEL)	≠0	0	0	0	0	0	0	0

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