Manual pages for the C standard library, C POSIX library, and the CS50 Library for those less comfortable.

Search

○ less comfortable

cs50.h

get_char – prompt a user for a char
get_double – prompt a user for a double
get_float – prompt a user for a float
get_int – prompt a user for an int
get_long – prompt a user for an long
get_string – prompt a user for a string

ctype.h

isalnum – check whether a character is alphanumeric
isalpha – check whether a character is alphabetical
isdigit – check whether a character is a digit
islower – check whether a character is lowercase
isspace – check whether a character is whitespace
isupper – check whether a character is uppercase
tolower – convert a char to lowercase
toupper – convert a char to uppercase

math.h

ceil – calculate the ceiling of a number
floor – calculate the floor of a number
log2 – calculate the base–2 logarithm of a number
pow – raise a number to a power
round – round a number to the nearest integer
sqrt – calculate the square root of a number

stdio.h

fclose – close a file
fopen – open a file
fprintf – print to a file
fread – read bytes from a file
fscanf – get input from a file
fwrite – write bytes to a file
printf – print to the screen
scanf – get input from a user
sprintf – print to a string

stdlib.h

atof – convert a string to a float
atoi – convert a string to an int
atol – convert a string to a long
free – free dynamically allocated memory
malloc – allocate memory dynamically

random – generate a pseudorandom number
realloc – reallocate memory dynamically
srandom – seed pseudorandom number generation

string.h

strcasestr – locate a substring
strcmp – compare two strings
strcpy – copy a string
strlen – calculate the length of a string
strstr – locate a substring

strings.h

strcasecmp – compare two strings ignoring case

time.h

time – get time in seconds