

## C Library - <stdlib.h>

The **stdlib.h** header defines four variable types, several macros, and various functions for performing general functions.

### Library Variables

Following are the variable types defined in the header `stdlib.h` –

Sr.No.	Variable & Description
1	<b>size_t</b> This is the unsigned integral type and is the result of the <b>sizeof</b> keyword.
2	<b>wchar_t</b> This is an integer type of the size of a <b>wide</b> character constant.
3	<b>div_t</b> This is the structure returned by the <b>div</b> function.
4	<b>ldiv_t</b> This is the structure returned by the <b>ldiv</b> function.

### Library Macros

Following are the macros defined in the header `stdlib.h` –

Sr.No.	Macro & Description
1	<b>NULL</b> This macro is the value of a null pointer constant.
2	<b>EXIT_FAILURE</b> This is the value for the exit function to return in case of failure.
3	<b>EXIT_SUCCESS</b> This is the value for the exit function to return in case of success.
4	<b>RAND_MAX</b> This macro is the maximum value returned by the rand function.
5	<b>MB_CUR_MAX</b> This macro is the maximum number of bytes in a multi-byte character set which cannot be larger than MB_LEN_MAX.

## Library Functions

Following are the functions defined in the header `stdlib.h` –

Sr.No.	Function & Description
1	<code>double atof(const char *str)</code> Converts the string pointed to, by the argument <i>str</i> to a floating-point number (type <code>double</code> ).
2	<code>int atoi(const char *str)</code> Converts the string pointed to, by the argument <i>str</i> to an integer (type <code>int</code> ).
3	<code>long int atol(const char *str)</code> Converts the string pointed to, by the argument <i>str</i> to a long integer (type <code>long int</code> ).
4	<code>double strtod(const char *str, char **endptr)</code> Converts the string pointed to, by the argument <i>str</i> to a floating-point number (type <code>double</code> ).
5	<code>long int strtol(const char *str, char **endptr, int base)</code> Converts the string pointed to, by the argument <i>str</i> to a long integer (type <code>long int</code> ).
6	<code>unsigned long int strtoul(const char *str, char **endptr, int base)</code> Converts the string pointed to, by the argument <i>str</i> to an unsigned long integer (type <code>unsigned long int</code> ).
7	<code>void *calloc(size_t nitems, size_t size)</code> Allocates the requested memory and returns a pointer to it.
8	<code>void free(void *ptr)</code> Deallocates the memory previously allocated by a call to <i>calloc</i> , <i>malloc</i> , or <i>realloc</i> .
9	<code>void *malloc(size_t size)</code> Allocates the requested memory and returns a pointer to it.
10	<code>void *realloc(void *ptr, size_t size)</code> Attempts to resize the memory block pointed to by <i>ptr</i> that was previously allocated with a call to <i>malloc</i> or <i>calloc</i> .
11	<code>void abort(void)</code> Causes an abnormal program termination.

12	<code>int atexit(void (*func)(void))</code> Causes the specified function <b>func</b> to be called when the program terminates normally.
13	<code>void exit(int status)</code> Causes the program to terminate normally.
14	<code>char *getenv(const char *name)</code> Searches for the environment string pointed to by name and returns the associated value to the string.
15	<code>int system(const char *string)</code> The command specified by string is passed to the host environment to be executed by the command processor.
16	<code>void *bsearch(const void *key, const void *base, size_t nitems, size_t size, int (*compar)(const void *, const void *))</code> Performs a binary search.
17	<code>void qsort(void *base, size_t nitems, size_t size, int (*compar)(const void *, const void *))</code> Sorts an array.
18	<code>int abs(int x)</code> Returns the absolute value of x.
19	<code>div_t div(int numer, int denom)</code> Divides numer (numerator) by denom (denominator).
20	<code>long int labs(long int x)</code> Returns the absolute value of x.
21	<code>ldiv_t ldiv(long int numer, long int denom)</code> Divides numer (numerator) by denom (denominator).
22	<code>int rand(void)</code> Returns a pseudo-random number in the range of 0 to <i>RAND_MAX</i> .

23	<code>void srand(unsigned int seed)</code> This function seeds the random number generator used by the function <b>rand</b> .
24	<code>int mblen(const char *str, size_t n)</code> Returns the length of a multibyte character pointed to by the argument <i>str</i> .
25	<code>size_t mbstowcs(schar_t *pwcs, const char *str, size_t n)</code> Converts the string of multibyte characters pointed to by the argument <i>str</i> to the array pointed to by <i>pwcs</i> .
26	<code>int mbtowc(wchar_t *pwc, const char *str, size_t n)</code> Examines the multibyte character pointed to by the argument <i>str</i> .
27	<code>size_t wcstombs(char *str, const wchar_t *pwcs, size_t n)</code> Converts the codes stored in the array <i>pwcs</i> to multibyte characters and stores them in the string <i>str</i> .
28	<code>int wctomb(char *str, wchar_t wchar)</code> Examines the code which corresponds to a multibyte character given by the argument <i>wchar</i> .