



Type char Functions



ASCII Table

The ASCII table is a numerical representation of characters.

In C++ characters are represented in 8 bits, numerically in base 2

The standard ASCII table represents characters in 7 bits

So if char A = 'A':

- The leftmost bit of A is 0. The right-most 7 bits are the ASCII rep
- [0 1 0 0 0 0 1]



cctype library

Functions to use

the ASCII table:

- `bool isalnum(char c)`
- `bool isalpha(char c)`
- `bool isdigit(char c)`
- `bool islower(char c)`
- `bool ispunct(char c) // ! " # $ % & ' () * + , - . / : ; < = > ? @ [\] ^ _ ` { | } ~`
- `bool isspace(char c) // \t, \n, \v, \f, \r`
- `bool isupper(char c)`
- `char tolower(char c)`
- `char toupper(char c)`