

Returns Absolute value of *j*. The behavior is undefined if the absolute value of *j* can't be represented. 27.2

imaxdiv *Greatest-Width Integer Division (C99)* <inttypes.h>

imaxdiv_t imaxdiv(intmax_t numer, intmax_t denom);

Returns A structure of type *imaxdiv_t* containing members named *quot* (the quotient when *numer* is divided by *denom*) and *rem* (the remainder). The behavior is undefined if either part of the result can't be represented. 27.2

isalnum *Test for Alphanumeric* <ctype.h>

int isalnum(int c);

Returns A nonzero value if *c* is alphanumeric and zero otherwise. (*c* is alphanumeric if either *isalpha(c)* or *isdigit(c)* is true.) 23.5

isalpha *Test for Alphabetic* <ctype.h>

int isalpha(int c);

Returns A nonzero value if *c* is alphabetic and zero otherwise. In the "C" locale, *c* is alphabetic if either *islower(c)* or *isupper(c)* is true. 23.5

isblank *Test for Blank (C99)* <ctype.h>

int isblank(int c);

Returns A nonzero value if *c* is a blank character that is used to separate words within a line of text. In the "C" locale, the blank characters are space (' ') and horizontal tab ('\t'). 23.5

iscntrl *Test for Control Character* <ctype.h>

int iscntrl(int c);

Returns A nonzero value if *c* is a control character and zero otherwise. 23.5

isdigit *Test for Digit* <ctype.h>

int isdigit(int c);

Returns A nonzero value if *c* is a decimal digit and zero otherwise. 23.5

isfinite *Test for Finite Number (C99)* <math.h>

int isfinite(real-floating x); *macro*

Returns A nonzero value if *x* is finite (zero, subnormal, or normal, but not infinite or NaN) and zero otherwise. 23.4

isgraph *Test for Graphical Character* <ctype.h>

int isgraph(int c);

Returns A nonzero value if *c* is a printing character (except a space) and zero otherwise. 23.5

isgreater *Test for Greater Than (C99)* <math.h>

int isgreater(real-floating x, real-floating y); *macro*