

<i>cimagf</i>	<i>float cimagf(float complex z);</i>		
<i>cimagl</i>	<i>long double cimagl(long double complex z);</i>		
<i>Returns</i>	Imaginary part of <i>z</i> .		27.4
clearerr	<i>Clear Stream Error</i>	<stdio.h>	
	<i>void clearerr(FILE *stream);</i>		
	Clears the end-of-file and error indicators for the stream pointed to by <i>stream</i> .		22.3
clock	<i>Processor Clock</i>	<time.h>	
	<i>clock_t clock(void);</i>		
<i>Returns</i>	Elapsed processor time (measured in “clock ticks”) since the beginning of program execution. (To convert into seconds, divide by <code>CLOCKS_PER_SEC</code> .) Returns (<i>clock_t</i>) (-1) if the time is unavailable or can’t be represented.		26.3
clog	<i>Complex Natural Logarithm (C99)</i>	<complex.h>	
	<i>double complex clog(double complex z);</i>		
<i>clogf</i>	<i>float complex clogf(float complex z);</i>		
<i>clogl</i>	<i>long double complex clogl(long double complex z);</i>		
<i>Returns</i>	Complex natural (base- <i>e</i>) logarithm of <i>z</i> , with a branch cut along the negative real axis. The return value lies in a strip mathematically unbounded along the real axis and in the interval $[-i\pi, +i\pi]$ along the imaginary axis.		27.4
conj	<i>Complex Conjugate (C99)</i>	<complex.h>	
	<i>double complex conj(double complex z);</i>		
<i>conjf</i>	<i>float complex conjf(float complex z);</i>		
<i>conjl</i>	<i>long double complex conjl(long double complex z);</i>		
<i>Returns</i>	Complex conjugate of <i>z</i> .		27.4
copysign	<i>Copy Sign (C99)</i>	<math.h>	
	<i>double copysign(double x, double y);</i>		
<i>copysignf</i>	<i>float copysignf(float x, float y);</i>		
<i>copysignl</i>	<i>long double copysignl(long double x, long double y);</i>		
<i>Returns</i>	A value with the magnitude of <i>x</i> and the sign of <i>y</i> .		23.4
cos	<i>Cosine</i>	<math.h>	
	<i>double cos(double x);</i>		
<i>cosf</i>	<i>float cosf(float x);</i>		
<i>cosl</i>	<i>long double cosl(long double x);</i>		
<i>Returns</i>	Cosine of <i>x</i> (measured in radians).		23.3
cosh	<i>Hyperbolic Cosine</i>	<math.h>	
	<i>double cosh(double x);</i>		
<i>coshf</i>	<i>float coshf(float x);</i>		