make it possible to jump from one function into another, still-active function. bypassing the normal function-return mechanism. setjmp and longjmp are used primarily for handling serious problems that arise during program execution.

# <signal.h> Signal Handling

<signal.h> header ►24.3

Provides functions that deal with exceptional conditions (signals), including interrupts and run-time errors. The signal function installs a function to be called if a given signal should occur later. The raise function causes a signal to occur.

# <stdarg.h> Variable Arguments

<stdarg.h> header ➤ 26.1

Provides tools for writing functions that, like printf and scanf, can have a variable number of arguments.

### <stddef.h> Common Definitions

<stddef.h> header ►21.4

Provides definitions of frequently used types and macros.

## <stdio.h> Input/Output

<stdio.h> header ➤ 22.1-22.8

Provides a large assortment of input/output functions, including operations on both sequential and random-access files.

#### <stdlib.h> General Utilities

<stdlib.h> header ➤ 26.2

A "catchall" header for functions that don't fit into any of the other headers. The functions in this header can convert strings to numbers, generate pseudo-random numbers, perform memory management tasks, communicate with the operating system, do searching and sorting, and perform conversions between multibyte characters and wide characters.

## <string.h> String Handling

<string.h> header ►23.6

Provides functions that perform string operations, including copying, concatenation, comparison, and searching, as well as functions that operate on arbitrary blocks of memory.

#### <time.h> Date and Time

<ti.me.h> header ►26.3

Provides functions for determining the time (and date), manipulating times, and formatting times for display.