description of each wide-character function simply refers the reader to the corresponding function found elsewhere.

- If some aspect of a function's behavior is described as *implementation-defined*, that means that it depends on how the C library is implemented. The function will always behave consistently, but the results may vary from one system to another. (In other words, check the manual to see what happens.) *Undefined* behavior, on the other hand, is bad news: not only may the behavior vary between systems, but the program may act strangely or even crash.
- The descriptions of many <math.h> functions refer to the terms domain error and range error. The way in which these errors are indicated changed between C89 and C99. For the C89 treatment of these errors, see Section 23.3. For the C99 treatment, see Section 23.4.
- The behavior of the following functions is affected by the current locale:

```
<ctype.h> All functions
```

<stdio.h> Formatted input/output functions

<stdlib.h> Multibyte/wide-character conversion functions, numeric

conversion functions
<string.h> strcoll.strxfrm

<time.h> strftime

<wchar.h> wcscoll, wcsftime, wcsxfrm, formatted input/output

functions, numeric conversion functions, extended multibyte/wide-character conversion functions

<wctype.h> All functions

The isalpha function, for example, usually checks whether a character lies between a and z or A and Z. In some locales, other characters are considered alphabetic as well.

abort Abort Program

<stdlib.h>

void abort(void);

Raises the SIGABRT signal. If the signal isn't caught (or if the signal handler returns), the program terminates abnormally and returns an implementation-defined code indicating unsuccessful termination. Whether output buffers are flushed, open streams are closed, or temporary files are removed is implementation-defined.

26.2

abs Integer Absolute Value

<stdlib.h>

int abs(int j);

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

26.2

acos Arc Cosine

<math.h>

double acos (double x);

acosf float acosf(float x);

acosl long double acosl(long double x);