

*Returns*     A pointer to the string associated with the matching name. Returns a null pointer if no match is found. 26.2

**gets**     *Read String* <stdio.h>

`char *gets(char *s);`

Reads characters from the `stdin` stream and stores them in the array pointed to by `s`. Reading stops at the first new-line character (which is discarded) or at end-of-file. `gets` appends a null character to the string.

*Returns*     `s` (a pointer to the array in which the input is stored). Returns a null pointer if a read error occurs or `gets` encounters the end of the stream before it has stored any characters. 13.3, 22.5

**getwc**     *Read Wide Character from File (C99)* <wchar.h>

`wint_t getwc(FILE *stream);`

Wide-character version of `getc`. 25.5

**getwchar**     *Read Wide Character (C99)* <wchar.h>

`wint_t getwchar(void);`

Wide-character version of `getchar`. 25.5

**gmtime**     *Convert Calendar Time to Broken-Down UTC Time* <time.h>

`struct tm *gmtime(const time_t *timer);`

*Returns*     A pointer to a structure containing a broken-down UTC time equivalent to the calendar time pointed to by `timer`. Returns a null pointer if the calendar time can't be converted to UTC. 26.3

**hypot**     *Hypotenuse (C99)* <math.h>

`double hypot(double x, double y);`

**hypotf**     `float hypotf(float x, float y);`

**hypotl**     `long double hypotl(long double x, long double y);`

*Returns*      $\sqrt{x^2 + y^2}$  (the hypotenuse of a right triangle with legs `x` and `y`). A range error may occur. 23.4

**ilogb**     *Unbiased Exponent (C99)* <math.h>

`int ilogb(double x);`

**ilogbf**     `int ilogbf(float x);`

**ilogbl**     `int ilogbl(long double x);`

*Returns*     Exponent of `x` as a signed integer; equivalent to calling the corresponding `logb` function and casting the returned value to type `int`. Returns `FP_ILOGB0` if `x` is zero, `INT_MAX` if `x` is infinite, and `FP_ILOGBNAN` if `x` is a NaN; a domain error or range error may occur in these cases. 23.4

**imaxabs**     *Greatest-Width Integer Absolute Value (C99)* <inttypes.h>

`intmax_t imaxabs(intmax_t j);`