

<assert.h> *Diagnostics*

<assert.h> header ▶ 24.1 Contains only the `assert` macro, which allows us to insert self-checks into a program. If any check fails, the program terminates.

<ctype.h> *Character Handling*

<ctype.h> header ▶ 23.5 Provides functions for classifying characters and for converting letters from lower to upper case or vice versa.

<errno.h> *Errors*

<errno.h> header ▶ 24.2 Provides `errno` (“error number”), an lvalue that can be tested after a call of certain library functions to see if an error occurred during the call.

<float.h> *Characteristics of Floating Types*

<float.h> header ▶ 23.1 Provides macros that describe the characteristics of floating types, including their range and accuracy.

<limits.h> *Sizes of Integer Types*

<limits.h> header ▶ 23.2 Provides macros that describe the characteristics of integer types (including character types), including their maximum and minimum values.

<locale.h> *Localization*

<locale.h> header ▶ 25.1 Provides functions to help a program adapt its behavior to a country or other geographic region. Locale-specific behavior includes the way numbers are printed (such as the character used as the decimal point), the format of monetary values (the currency symbol, for example), the character set, and the appearance of the date and time.

<math.h> *Mathematics*

<math.h> header ▶ 23.3 Provides common mathematical functions, including trigonometric, hyperbolic, exponential, logarithmic, power, nearest integer, absolute value, and remainder functions.

<setjmp.h> *Nonlocal Jumps*

<setjmp.h> header ▶ 24.4 Provides the `setjmp` and `longjmp` functions. `setjmp` “marks” a place in a program; `longjmp` can then be used to return to that place later. These functions